# EXHIBIT C

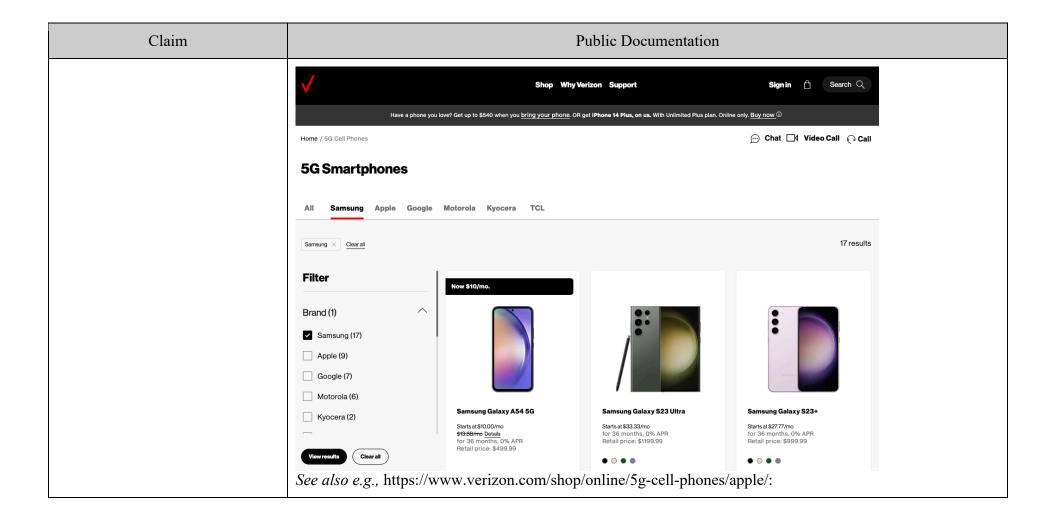
(Plaintiff Headwater's Infringement Contentions Chart for the '613 Patent)

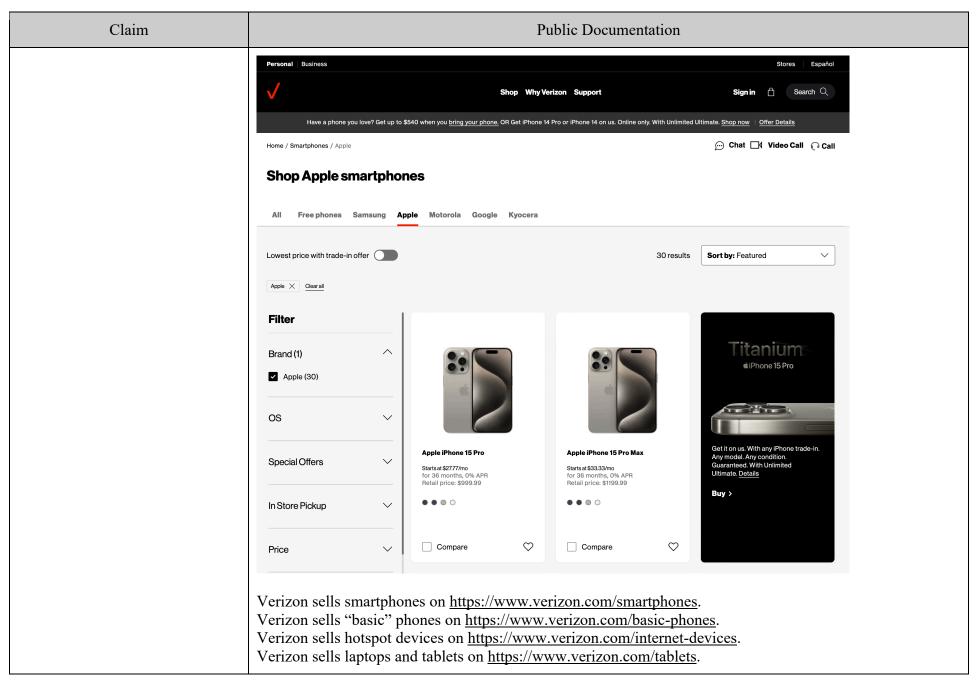
#### Exhibit D - U.S. Patent No. 9,215,613 ("'613 Patent")

Accused Instrumentalities: smartphones, basic phones, tablets, laptops, and hotspot devices sold (including those sold in bundles with data plans) or used by Verizon and all versions and variations thereof ("Accused Instrumentalities") since the issuance of U.S. Pat. No. 9,215,613 (the "Asserted Patent").

#### Claim 1

Claim	Public Documentation
[1pre] A wireless end-user device, comprising:	The Accused Instrumentalities include "A wireless end-user device, comprising."  For example, Verizon sells and uses devices described by Verizon's website below (e.g., devices made by Samsung, Apple, Motorola, Google, and Kyocera). These devices constitute a wireless end-user device as described in claim 1. See, e.g.: https://www.verizon.com/shop/online/5g-cell-phones/samsung/:





Claim			Public Documentation	
	either 128GB or 2	256GB non-removable m	emory storage, in which contro	Verizon and includes 8GB RAM and policies for applications are stored. axy-s22-128gb-unlocked-sm-s901uz-
	Storage Options	1286В   2566В   5126В   1тв	128GB   256GB	1286В   2566В
	Processor	Snapdragon 8 Gen 1	Snapdragon 8 Gen 1	Snapdragon 8 Gen 1
	RAM Options	RAM 8GB   12GB	RAM 8GB	RAM 8GB
	architecture-base	• •	r. See, e.g., <u>https://www.sa</u>	United States) or Exynos (in Korea) amsung.com/us/smartphones/galaxy-
		Snapdragon 8 Gen 1		
	512GB, or 1TB	ole, the Apple iPhone 15	which control policies for	ferizon and includes 128GB, 256GB, applications are stored. See, e.g.,

Claim			Public Documentation
	Capacity¹  For further example one-15-pro/specs/  Chip	128GB 256GB 512GB 1TB  , the Apple iPhone 15 P	256GB 512GB 1TB  Pro model has a A17 Pro Chip. See, e.g., https://www.apple.com/iph-  A17 Pro chip New 6-core CPU with 2 performance and 4 efficiency cores New 6-core GPU New 16-core Neural Engine
[1a] a wireless wide area network (WWAN) modem to communicate data for Internet service activities between the device and at least one WWAN, when configured for and connected to the WWAN;	for Internet service to the WWAN." Th wireless network.  For example, Samsu	activities between the d is WWAN modem in t ang Galaxy phones and	wireless wide area network (WWAN) modem to communicate data device and at least one WWAN, when configured for and connected the Accused Instrumentalities provides a connection to a Verizon's tablets comprise a wireless modem for communicating with mobile w.samsung.com/us/smartphones/galaxy-s22/models/:

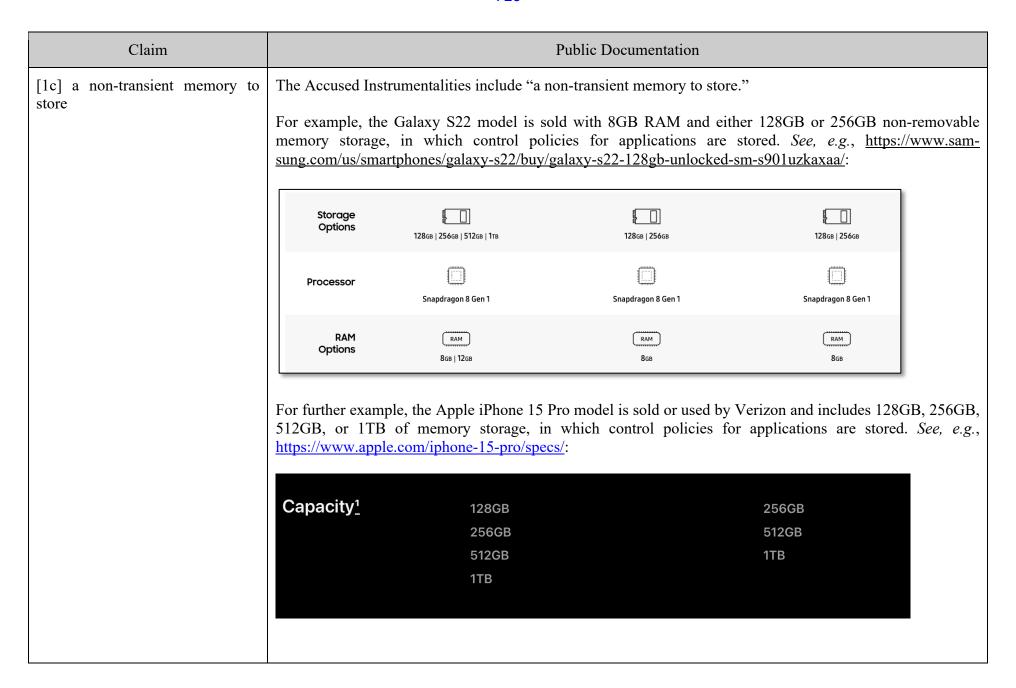
Claim		Public Documentation	
	Network &	5G	
	Connectivity	5G Non-Standalone (NSA), Standalone (SA), Sub6 / mmWave	
		LTE	
		Enhanced 4x4 MIMO, Up to 7CA, LTE Cat.20	
		Up to 2.0Gbps Download / Up to 200Mbps Upload	
		Wi-Fi	
		Wi-Fi 802.11 a/b/g/n/ac/ax 2.4G+5GHz+6GHz, HE160, MIMO, 1024-QAM	
		Up to 2.4Gbps Download / Up to 2.4Gbps Upload	
		Bluetooth	
		Bluetooth® v 5.2, USB type-C, NFC, Location(GPS, Galileo, Glonass, BeiDou)	
		Ultra Wide Band	
		*Requires optimal connection. Actual speed may vary depending on country, carrier and user environment.  *The bandwidths supported by the device may vary depending on the region or service provider.  *Download and upload speeds reaching up to 2.4Gbps only available with Wi-Fi 6E. Wi-Fi 6E only supported on Galaxy S22 Ultra and S22+.  Galaxy S22 has Wi-Fi 6.  *Galileo and BeiDou coverage may be limited. BeiDou may not be available for certain countries.	
		mple, the Apple iPhone 15 Pro model is sold or used by Verizon an ating with mobile service base stations. <i>See, e.g.</i> ,	

Claim			Public Documentation
	Cellular and Wireless	Model A2848 <u>*</u>	5G NR (Bands n1, n2, n3, n5, n7, n8, n12, n14, n20, n25, n26, n28, n29, n30, n38, n40, n41, n48, n53, n66, n70, n71, n75, n76, n77, n78, n79)  5G NR mmWave (Bands n258, n260, n261)  FDD-LTE (Bands 1, 2, 3, 4, 5, 7, 8, 12, 13, 14, 17, 18, 19, 20, 25, 26, 28, 29, 30, 32, 66, 71)  TD-LTE (Bands 34, 38, 39, 40, 41, 42, 46, 48, 53)  UMTS/HSPA+/DC-HSDPA (850, 900, 1700/2100, 1900, 2100 MHz)  GSM/EDGE (850, 900, 1800, 1900 MHz)
		Model A2849 <u>*</u>	5G NR (Bands n1, n2, n3, n5, n7, n8, n12, n14, n20, n25, n26, n28, n29, n30, n38, n40, n41, n48, n53, n66, n70, n71, n75, n76, n77, n78, n79) 5G NR mmWave (Bands n258, n260, n261) FDD-LTE (Bands 1, 2, 3, 4, 5, 7, 8, 12, 13, 14, 17, 18, 19, 20, 25, 26, 28, 29, 30, 32, 66, 71) TD-LTE (Bands 34, 38, 39, 40, 41, 42, 46, 48, 53) UMTS/HSPA+/DC-HSDPA (850, 900, 1700/2100, 1900, 2100 MHz) GSM/EDGE (850, 900, 1800, 1900 MHz)
		All models	5G (sub-6 GHz and mmWave) with 4x4 MIMO <sup>o</sup> Gigabit LTE with 4x4 MIMO and LAA <sup>o</sup> Wi-Fi 6E (802.11ax) with 2x2 MIMO <sup>o</sup> Bluetooth 5.3 Second-generation Ultra Wideband chip <sup>o</sup> Thread networking technology NFC with reader mode Express Cards with power reserve
[1b] a wireless local area network (WLAN) modem to communicate data for Internet service activities between the device and at least one WLAN, when configured for and connected to the WLAN;	for Internet service to the WLAN."  For example, Sam	e activities between activities activities between activities	nde "a wireless local area network (WLAN) modem to communicate data en the device and at least one WLAN, when configured for and connected mes and tablets comprise a wi-fi modem for communicating over a wi-fi msung.com/us/smartphones/galaxy-s22/models/:

Claim		Public Documentation
	Network &	5G
	Connectivity	5G Non-Standalone (NSA), Standalone (SA), Sub6 / mmWave
		LTE
		Enhanced 4x4 MIMO, Up to 7CA, LTE Cat.20 Up to 2.0Gbps Download / Up to 200Mbps Upload
		Wi-Fi
		Wi-Fi 802.11 a/b/g/n/ac/ax 2.4G+5GHz+6GHz, HE160, MIMO, 1024-QAM Up to 2.4Gbps Download / Up to 2.4Gbps Upload
		Bluetooth
		Bluetooth® v 5.2, USB type-C, NFC, Location(GPS, Galileo, Glonass, BeiDou)
		Ultra Wide Band
		*Requires optimal connection. Actual speed may vary depending on country, carrier and user environment.  *The bandwidths supported by the device may vary depending on the region or service provider.  *Download and upload speeds reaching up to 2.4Gbps only available with Wi-Fi 6E. Wi-Fi 6E only supported on Galaxy S22 Ultra and S22+.  Galaxy S22 has Wi-Fi 6.  *Galileo and BeiDou coverage may be limited. BeiDou may not be available for certain countries.
		mple, the Apple iPhone 15 Pro model is sold or used by Verizon and comprises a wi-fi modem ating over a wi-fi networks. <i>See</i> , <i>e.g.</i> , <a href="https://www.apple.com/iphone-15-pro/specs/">https://www.apple.com/iphone-15-pro/specs/</a> :

Claim			Public Documentation
	Cellular and Wireless	Model A2848 <u>*</u>	5G NR (Bands n1, n2, n3, n5, n7, n8, n12, n14, n20, n25, n26, n28, n29, n30, n38, n40, n41, n48, n53, n66, n70, n71, n75, n76, n77, n78, n79)  5G NR mmWave (Bands n258, n260, n261)  FDD-LTE (Bands 1, 2, 3, 4, 5, 7, 8, 12, 13, 14, 17, 18, 19, 20, 25, 26, 28, 29, 30, 32, 66, 71)  TD-LTE (Bands 34, 38, 39, 40, 41, 42, 46, 48, 53)  UMTS/HSPA+/DC-HSDPA (850, 900, 1700/2100, 1900, 2100 MHz)  GSM/EDGE (850, 900, 1800, 1900 MHz)
		Model A2849 <u>*</u>	5G NR (Bands n1, n2, n3, n5, n7, n8, n12, n14, n20, n25, n26, n28, n29, n30, n38, n40, n41, n48, n53, n66, n70, n71, n75, n76, n77, n78, n79)  5G NR mmWave (Bands n258, n260, n261)  FDD-LTE (Bands 1, 2, 3, 4, 5, 7, 8, 12, 13, 14, 17, 18, 19, 20, 25, 26, 28, 29, 30, 32, 66, 71)  TD-LTE (Bands 34, 38, 39, 40, 41, 42, 46, 48, 53)  UMTS/HSPA+/DC-HSDPA (850, 900, 1700/2100, 1900, 2100 MHz)  GSM/EDGE (850, 900, 1800, 1900 MHz)
		All models	5G (sub-6 GHz and mmWave) with 4x4 MIMO <sup>o</sup> Gigabit LTE with 4x4 MIMO and LAA <sup>o</sup> Wi-Fi 6E (802.11ax) with 2x2 MIMO <sup>o</sup> Bluetooth 5.3 Second-generation Ultra Wideband chip <sup>o</sup> Thread networking technology NFC with reader mode Express Cards with power reserve

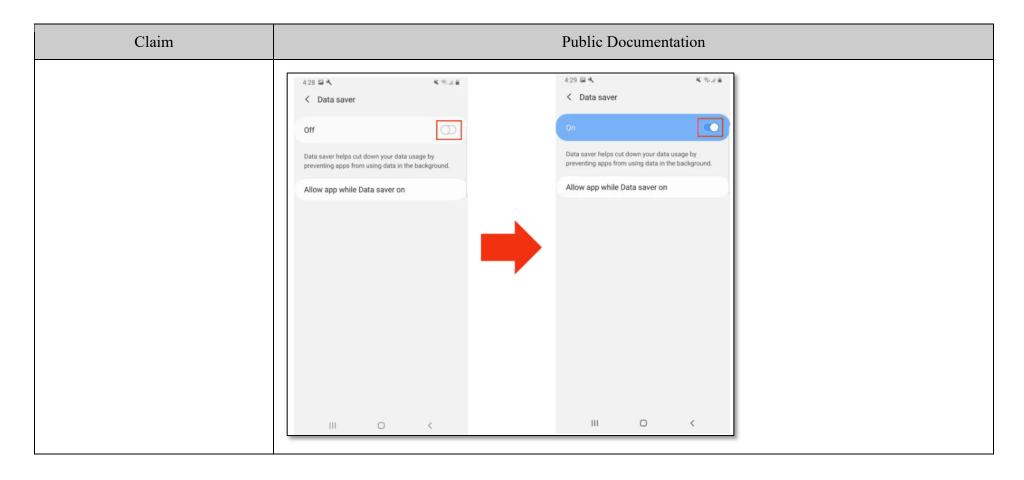
### Case 2:23-cv-00352-JRG-RSP Document 51-3 Filed 12/05/23 Page 11 of 180 PageID #: 710



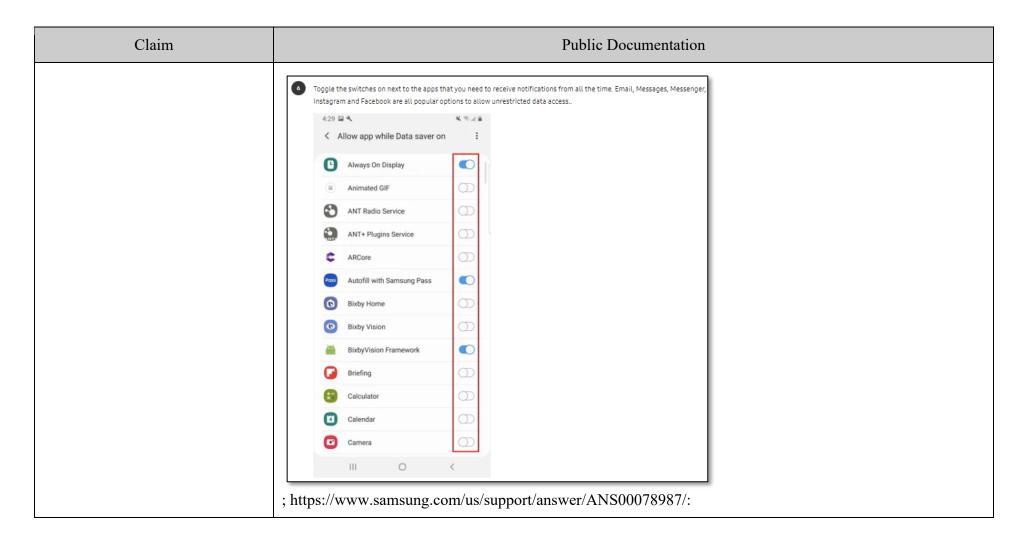
Public Documentation		
The Accused Instrumentalities comprise "a differential traffic control policy list distinguishing between a one or more applications resident on the device and a second one or more applications and/or services res on the device."  For example, Samsung's "Data Saver," or "Power Saver," "Doze Mode," "App Standby," "Adaptive Batt and/or "JobScheduler" features include policies which distinguish between applications and/or services. <i>e.g.</i> , <a href="https://www.verizon.com/support/knowledge-base-236117/">https://www.verizon.com/support/knowledge-base-236117/</a> :		
Samsung Galaxy S21 5G / Galaxy S21 Ultra 5G - Manage Data Usage  NOTE  Data usage info provided by the device may differ from actual usage. For data usage info provided by Verizon, refer to the My Verizon website.  □ For a better understanding of how data is used, check out this video.  To control data usage on your account, refer to Verizon Smart Family.  1. From a Home screen, swipe up from the center of the display to access the apps screen.  These instructions only apply to Standard mode and the default Home screen layout.  2. Navigate-Settings I Connections.  3. Tap Data usage then do any of the following:  Turn Data saver off  a. Tap Data saver.  b. Tap the Data saver switch to turn on or or of O.  Data saver must be turned off to use Mobile Hotspot.		

Claim	Public Documentation
	Turn Data saver on or off  Data saver prevents some apps from sending or receiving data in the background. So rest assured, you're not wasting any precious data.  1. Navigate to and open Settings, and then tap Connections. 2. Tap Data usage, tap Data saver, and then tap the switch next to Turn on now. 3. If there are still some apps you'd like to run in the background, you can set them as exceptions. Tap Allowed to use data while Data saver is on at the bottom of the screen. 4. Tap More options (the three vertical dots) and choose Show system apps or Show allowed apps first to narrow down the list. 5. Finally, tap the switch(es) next to your desired app(s).  ; <a href="https://www.samsung.com/ae/support/mobile-devices/android-pie-what-is-the-data-saver-feature/">https://www.samsung.com/ae/support/mobile-devices/android-pie-what-is-the-data-saver-feature/</a> :

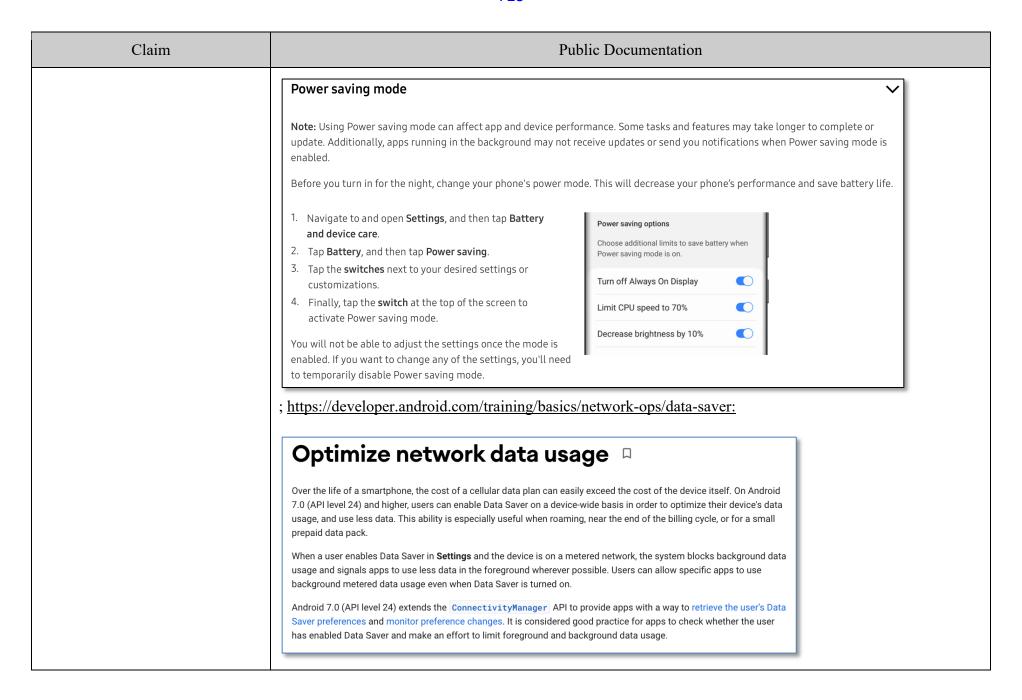
### Case 2:23-cv-00352-JRG-RSP Document 51-3 Filed 12/05/23 Page 14 of 180 PageID #: 713



### Case 2:23-cv-00352-JRG-RSP Document 51-3 Filed 12/05/23 Page 15 of 180 PageID #: 714

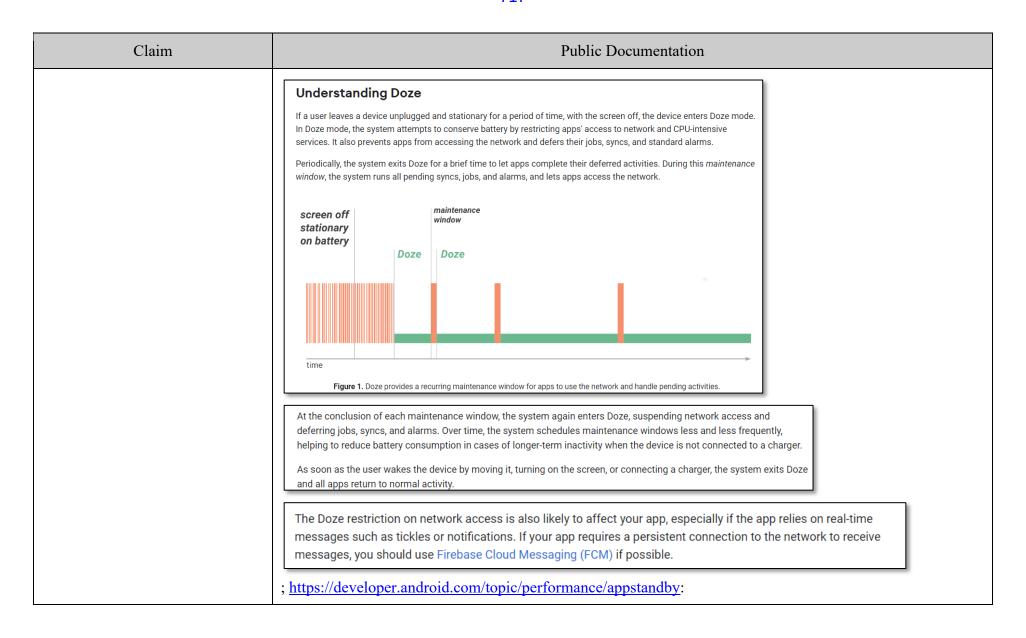


### Case 2:23-cv-00352-JRG-RSP Document 51-3 Filed 12/05/23 Page 16 of 180 PageID #: 715



Claim	Public Documentation
	Check data saver preferences  On Android 7.0 (API level 24) and higher, apps can use the ConnectivityManager API to determine what data usage restrictions are being applied. The getRestrictBackgroundStatus() method returns one of the following values:  RESTRICT_BACKGROUND_STATUS_DISABLED  Data Saver is disabled.  RESTRICT_BACKGROUND_STATUS_ENABLED  The user has enabled Data Saver for this app. Apps should make an effort to limit data usage in the foreground and gracefully handle restrictions to background data usage.  RESTRICT_BACKGROUND_STATUS_WHITELISTED  The user has enabled Data Saver but the app is allowed to bypass it. Apps should still make an effort to limit foreground and background data usage.  Limit data usage whenever the device is connected to a metered network, even if Data Saver is disabled or the app is allowed to bypass it. The following sample code uses ConnectivityManager.isactiveNetworkMetered() and ConnectivityManager.getRestrictBackgroundStatus() to determine how much data the app should use:  ; <a href="https://developer.android.com/training/monitoring-device-state/doze-standby:">https://developer.android.com/training/monitoring-device-state/doze-standby:</a>
	Optimize for Doze and App Standby  Starting from Android 6.0 (API level 23), Android introduces two power-saving features that extend battery life for users by managing how apps behave when a device is not connected to a power source. Doze reduces battery consumption by deferring background CPU and network activity for apps when the device is unused for long periods of time. App Standby defers background network activity for apps with which the user has not recently interacted.  While the device is in Doze, apps' access to certain battery-intensive resources is deferred until maintenance windows. The specific restrictions are listed in Power Management Restrictions.  Doze and App Standby manage the behavior of all apps running on Android 6.0 or higher, regardless whether they are specifically targeting API level 23. To ensure the best experience for users, test your app in Doze and App Standby modes and make any necessary adjustments to your code. The sections below provide details.

### Case 2:23-cv-00352-JRG-RSP Document 51-3 Filed 12/05/23 Page 18 of 180 PageID #: 717



### App Standby Buckets 🗔

Android 9 (API level 28) and higher support **App Standby Buckets**. App Standby Buckets help the system prioritize apps' requests for resources based on how recently and how frequently the apps are used. Based on app usage patterns, each app is placed in one of five priority **buckets**. The system limits the device resources available to each app based on which bucket the app is in.

#### **Priority buckets**

The system dynamically assigns each app to a priority bucket, reassigning the apps as needed. The system may rely on a preloaded app that uses machine learning to determine how likely each app is to be used, and assigns apps to the appropriate buckets. If the system app is not present on a device, the system defaults to sorting apps based on how recently they were used. More active apps are assigned to buckets that give the apps higher priority, making more system resources available to the app. In particular, the bucket determines how frequently the app's jobs run, and how often the app can trigger alarms. These restrictions apply only while the device is on battery power; the system does not impose these restrictions on apps while the device is charging.



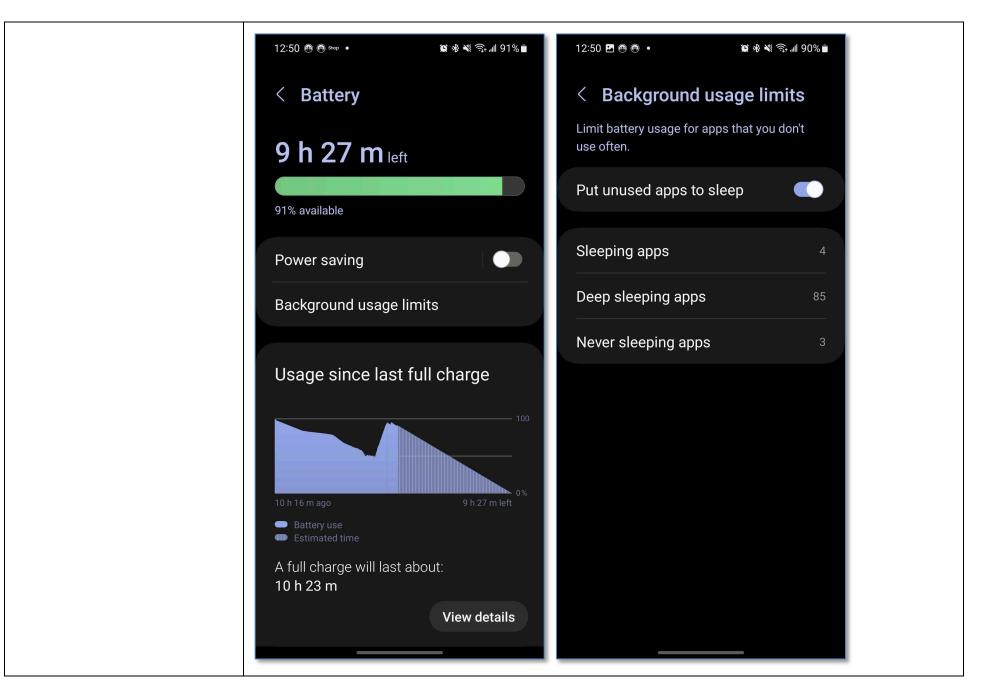
**Note:** Every manufacturer can set their own criteria for how non-active apps are assigned to buckets. You should not try to influence which bucket your app is assigned to. Instead, focus on making sure your app behaves well in whatever bucket it might be in. Your app can find out what bucket it's currently in by calling <a href="UsageStatsManager.getAppStandbyBucket(">UsageStatsManager.getAppStandbyBucket()</a>.

#### The buckets are:

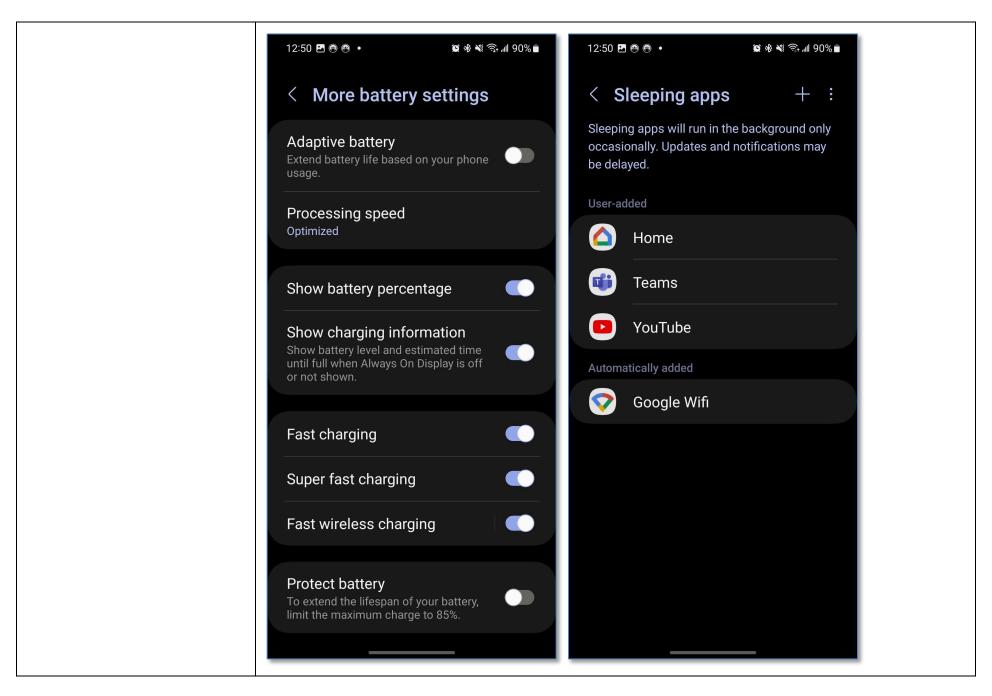
- 1. Active: App is currently being used or was very recently used.
- Working set: App is in regular use.
- 3. Frequent: App is often used, but not every day.
- 4. Rare: App is not frequently used.
- 5. Restricted: App consumes a great deal of system resources, or may exhibit undesirable behavior.

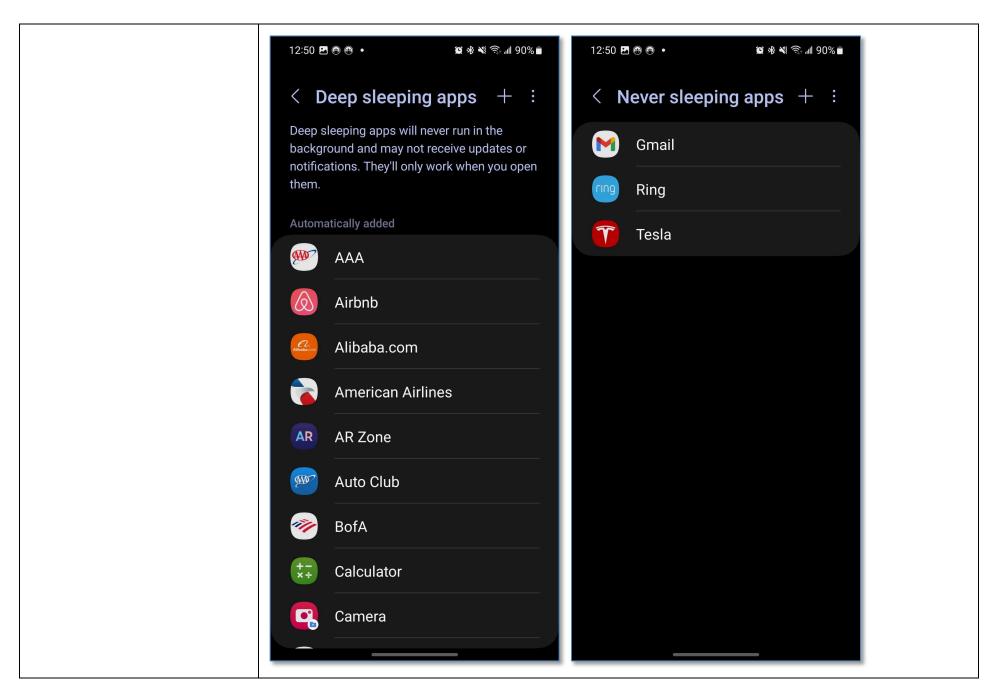
In addition, there's a special **never** bucket for apps that have been installed but have never been run. The system imposes severe restrictions on these apps.

Claim	Public Documentation
	; https://developer.android.com/topic/performance/background-optimization; https://developer.android.com/guide/background/persistent; https://developer.android.com/guide/components/services; https://developer.android.com/guide/components/services; https://developer.android.com/guide/components/services; https://developer.android.com/reference/java/net/URLConnection; https://developer.android.com/training/articles/security-ssl; https://developer.android.com/guide/topics/media; https://developer.android.com/guide/topics/media; https://developer.android.com/guide/topics/media/platform/mediaplayer; https://developer.apple.com/documentation/networkextension/dns_settings; see also the exemplary screenshots below:

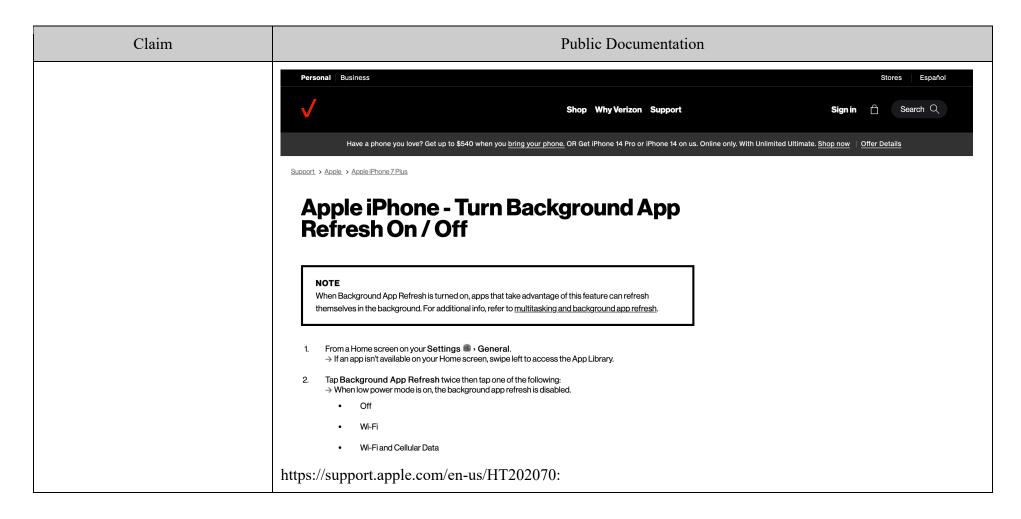


Page 20 of 179





Claim	Public Documentation
	; see also https://techshift.net/does-data-saver-apply-to-wi-fi/:
	"Does data saver apply to Wi-Fi?
	Does data saver affect WiFi? <b>No, it doesn't</b> . Data saver only restricts the apps from using mobile data. While you are on WiFi, your phone's data saver won't affect it."
	; https://www.technipages.com/how-to-give-android-apps-unrestricted-data-access-data-saver-on:
	"The Data Saver option is only when you're not on WiFi and affects how you see your content."
	As another example, at least Apple's "Background App Refresh" and "Low Power Mode" features include policies which distinguish between applications and/or services. <i>See, e.g.</i> , https://www.verizon.com/sup-port/knowledge-base-207174/:



Claim	Public Documentation	
	Use Background App Refresh  After you switch to a different app, some apps run for a short period of time before they're set to a suspended state. Apps that are in a suspended state aren't actively in use, open, or taking up system resources. With Background App Refresh, suspended apps can check for updates and new content.  If you want suspended apps to check for new content, go to Settings > General > Background App Refresh and turn on Background App Refresh. If you quit an app from the app switcher, it might not be able to run or check for new content before you open it again.  9:41  Back Background App Refresh  Background App Refresh  Allow apps to refresh their content with 51 or cellular in the background. Turning off apps may help preserve battery life.  Back Background App Refresh  Allow apps to refresh their content with 51 or cellular in the background. Turning off apps may help preserve battery life.  Back Background App Refresh  Allow apps to refresh their content with 51 or cellular in the background. Turning off apps may help preserve battery life.  Back Background App Refresh  Allow apps to refresh their content with 51 or cellular in the background. Turning off apps may help preserve battery life.  Back Background App Refresh  Allow apps to refresh their content with 51 or cellular in the background. Turning off apps may help preserve battery life.  Back Background App Refresh  Allow apps to refresh their content with 52 or cellular in the background. Turning off apps may help preserve battery life.  Back Background App Refresh  Allow apps to refresh their content with 52 or cellular in the background. Turning off apps may help preserve battery life.  Back Background App Refresh  Allow apps to refresh their content with 52 or cellular in the background. Turning off apps may help preserve battery life.  Back Background App Refresh  Allow apps to refresh their content with 52 or cellular in the background. Turning off apps may help preserve battery life.  Back Background App Refresh  Allow apps to	
	https://support.apple.com/en-us/HT205234:	

## Use Low Power Mode to save battery life on your iPhone or iPad

Low Power Mode reduces the amount of power that your iPhone or iPad uses when the battery gets low.

To turn Low Power Mode on or off, go to Settings > Battery. You can also turn Low Power Mode on and off from Control Center. Go to Settings > Control Center > Customize Controls, then select Low Power Mode to add it to Control Center.

When Low Power Mode is on, your iPhone or iPad will last longer before you need to charge it, but some features might take longer to update or complete. Also, some tasks might not work until you turn off Low Power Mode, or until you charge your iPhone or iPad to 80% or higher.

Low Power Mode reduces or affects these features:

- 5G (except for video streaming) on iPhone 12 and iPhone 13 models<sup>1</sup>
- Auto-Lock (defaults to 30 seconds)
- Display brightness
- Display refresh rate (limited up to 60 Hz) on iPhone and iPad models with ProMotion display<sup>2</sup>
- · Some visual effects
- iCloud Photos (temporarily paused)
- Automatic downloads
- Email fetch
- · Background app refresh

When Low Power Mode is on, the battery in the status bar will be yellow. You'll see a yellow battery icon and the battery percentage. After you charge your iPhone or iPad to 80% or higher, Low Power Mode automatically turns off.

 If you turn on Low Power Mode, 5G is disabled, except in some cases like video streaming and large downloads on iPhone 12 and iPhone 13 models. With iPhone 12 models, Low Power Mode disables 5G standalone (where available).



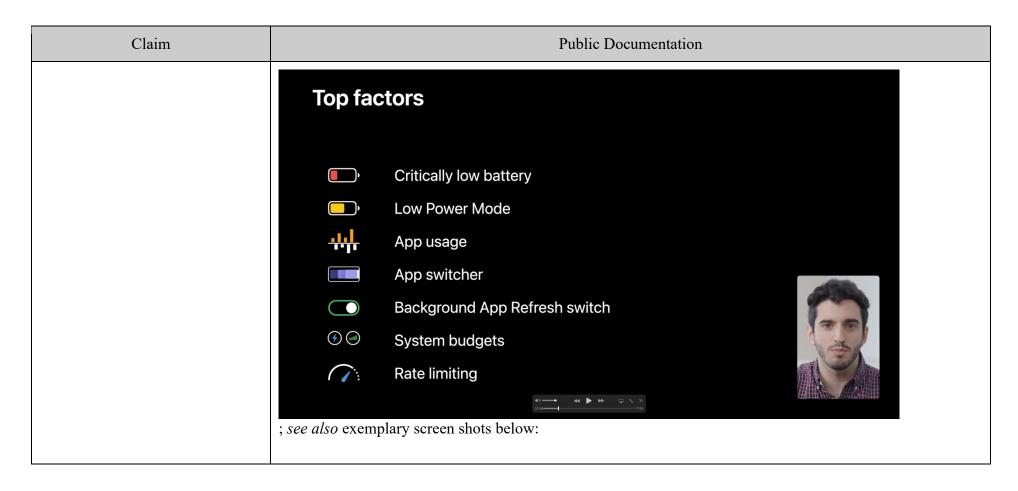
2. These devices have ProMotion display: iPhone 13 Pro and later, iPhone 13 Pro Max and later, iPad Pro 10.5-inch, all iPad Pro 11-inch models, and iPad Pro 12.9-inch (2nd generation) and later.

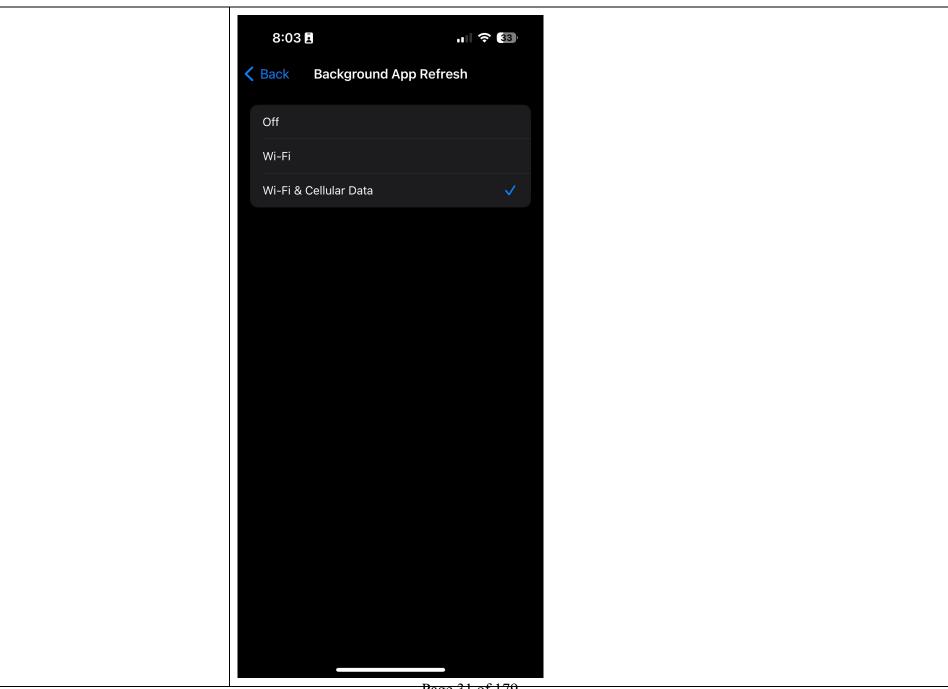
Claim	Public Documentation		
	https://www.apple.com/batteries/maximizing-performance/:		
	View Battery Usage information		
	With iOS, you can easily manage your device's battery life, because you can see the proportion of your battery used by each app (unless the device is charging). To view your usage, go to Settings > Battery.	9:41 AM 100%	
	Here are the messages you may see listed below the apps you've been using:	Last 24 Hours Last 10 Days Last Charge Level 2h ago	
	Background Activity. This indicates that the battery was used by the app while it was in the background — that is, while you were using another app.	BATTERY LEVEL 100% 50% 0%	
	<ul> <li>To improve battery life, you can turn off the feature that allows apps to refresh in the background. Go to Settings &gt; General &gt; Background App Refresh and select Wi-Fi, Wi-Fi &amp; Cellular Data, or Off to turn off Background App Refresh entirely.</li> </ul>	ACTIVITY 60m 30m 12 P 3 6 9 12 A 3 6 9 0m Sep 12	
	If the Mail app lists Background Activity, you can choose to fetch data manually or increase the fetch interval. Go to Settings > Accounts & Passwords > Fetch New Data.	Screen On   Screen Off   3h 31m   56m	
	; https://support.apple.com/en-us/HT213336; https://deve dows_and_screens/scenes/preparing_your_ui_to_run_in_the_backg mentation/uikit/app_and_environment/scenes/preparing_your_ui_to_run_in_the_backg		
	ground_execution_sequence/; https://developer.apple.com/documentation/uikit/app_and_environ ment/scenes/preparing_your_ui_to_run_in_the_background/extending_your_app_s_background_execution_time/; https://developer.apple.com/documentation/backgroundtasks/https://developer.apple.com/documentation/watchkit/background_execution/using_background_tasks/; https://developer.apple.com/documentation/uikit/windows_and_screens/scenes/prepar-		

Claim	Public Documentation
	ing your ui to run in the background/using background tasks to update your app/; https://developer.apple.com/documentation/backgroundtasks/refreshing and maintaining your app using background tasks/; https://developer.apple.com/documentation/backgroundtasks/bgapprefreshtask; https://developer.apple.com/documentation/backgroundtasks/bgapprefreshtask; https://developer.apple.com/documentation/backgroundtasks/bgapprefreshtask; https://developer.apple.com/documentation/loackgroundtasks/bgtask; https://developer.apple.com/documentation/uikit/uiapplication/1622976-backgroundfetchintervalminimum/; https://developer.apple.com/documentation/uikit/uiapplication/1622994-backgroundrefreshstatus/; https://developer.apple.com/documentation/uikit/uiapplication/1623003-applicationstate; https://developer.apple.com/documentation/watchkit/background_execution; https://developer.apple.com/documentation/watchkit/background_execution; https://developer.apple.com/documentation/foundation/url loading system; https://developer.apple.com/documentation/evicemanagement/mail; https://developer.apple.com/documentation/evicemanagement/mail; https://developer.apple.com/documentation/networkextension/personal_vpn; https://developer.apple.com/documentation/foundation/messages; https://developer.apple.com/documentation/sproxy; https://developer.apple.com/documentation/avfoundation/avfoundation/applayer; https://developer.apple.com/documentation/avfoundation/applayer; https://developer.apple.com/documentation/avfoundation/applayer; https://developer.apple.com/documentation/avfoundation/applayer; https://developer.apple.com/documentation/avfoundation/applayer; https://developer.apple.com/documentation/avfoundation/applayer; https://developer.apple.com/documentation/avfoundation/applayer; https://developer.apple.com/documentation/avfoundation/apple.com/videos/play/wwdc2019/707/; https://developer.apple.com/videos/play/wwdc2019/707/; https://developer.apple.com/videos/play/wwdc2020/10063:

Claim	Public Documentation	
	Factors affecting your runtime	
	Critically low battery Background App Refresh switch Airplane mode	
	Low Power Mode Ongoing iCloud restore Settings Display on/off state	
	Device temperature System budgets Process contention App usage	
	App switcher Rate limiting Camera in-use Device lock state	
	40	

### Case 2:23-cv-00352-JRG-RSP Document 51-3 Filed 12/05/23 Page 31 of 180 PageID #: 730





Page 31 of 179

Claim	Public Documentation	
	Settings  1:06  General  Do Not Disturb  App Refresh  Wake Screen  See also, e.g., https://www.verizon.com/plans/; https://www.verizon.com/plans/international/international-travel/; https://www.verizon.com/support/international-travel-faqs/.	
[1e] a differential traffic control policy applicable to at least some Internet service activities by or on behalf of the first one or more applications;	The Accused Instrumentalities comprises "a differential traffic control policy applicable to at least some Internet service activities by or on behalf of the first one or more applications."  For example, Samsung's "Data Saver," or "Power Saver," "Doze Mode," "App Standby," "Adaptive Battery," and/or "JobScheduler" features include policies which apply to at least some activities by or on behalf of applications and/or services. <i>See, e.g.</i> , <a href="https://www.verizon.com/support/knowledge-base-236117/">https://www.verizon.com/support/knowledge-base-236117/</a> :	

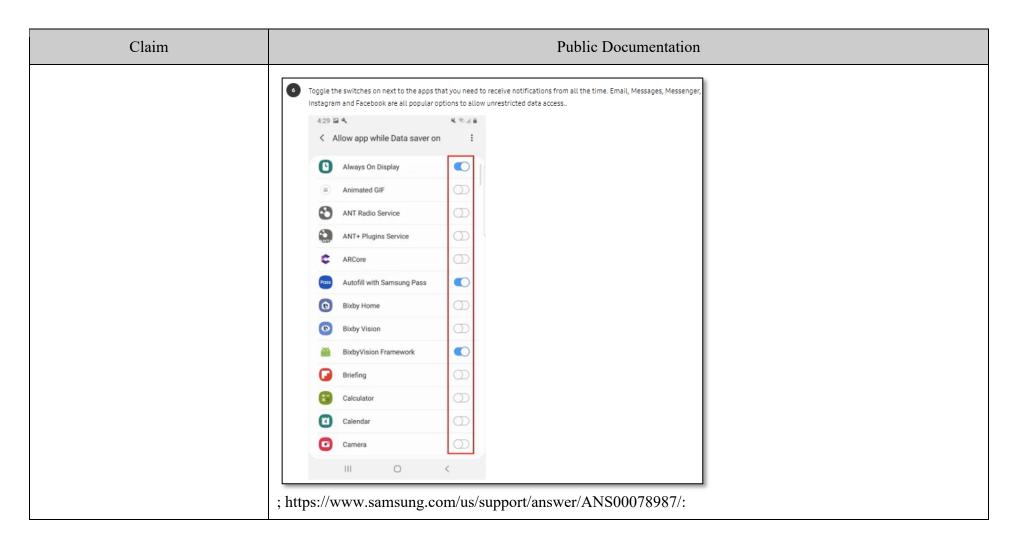
Claim	Public Documentation	
	Samsung Galaxy S21 5G / Galaxy S21 Ultra 5G - Manage Data Usage	
	NOTE	
	Data usage info provided by the device may differ from actual usage. For data usage info provided by Verizon, refer to the My Verizon website.	
	<ul> <li>■ For a better understanding of how data is used, check out this <u>video</u>.</li> <li>■ To control data usage on your account, refer to <u>Verizon Smart Family</u>.</li> </ul>	
	<ul> <li>From a Home screen, swipe up from the center of the display to access the apps screen.</li> <li>→ These instructions only apply to <u>Standard mode</u> and the default <u>Home screen layout</u>.</li> </ul>	
	2. Navigate:Settings ∅ → Connections.	
	3. Tap <b>Data usage</b> then do any of the following:	
	Turn Data saver off     a. Tap <b>Data saver</b> .	
	b. Tap the Data saver switch to turn on  or off .  → Data saver must be turned off to use Mobile Hotspot.	
	; https://www.samsung.com/us/support/answer/ANS00079018/:	

Public Documentation		
<ol> <li>Navigate to and open Settings, and then tap Connections.</li> <li>Tap Data usage, tap Data saver, and then tap the switch next to Turn on now.</li> <li>If there are still some apps you'd like to run in the background, you can set them as exceptions. Tap Allowed to use data while Data saver is on at the bottom of the screen.</li> <li>Tap More options (the three vertical dots) and choose Show system apps or Show allowed apps first to narrow down the list.</li> <li>Finally, tap the switch(es) next to your desired app(s).</li> </ol>	ta in the background. So rest assured, you're not wasting any precious  Allowed to use data while:  Android Setup  Angry Birds  Argy Birds  Argy Birds  Argy Birds	
	Data saver prevents some apps from sending or receiving dat data.  1. Navigate to and open Settings, and then tap Connections.  2. Tap Data usage, tap Data saver, and then tap the switch next to Turn on now.  3. If there are still some apps you'd like to run in the background, you can set them as exceptions. Tap Allowed to use data while Data saver is on at the bottom of the screen.  4. Tap More options (the three vertical dots) and choose Show system apps or Show allowed apps first to narrow down the list.  5. Finally, tap the switch(es) next to your desired app(s).	

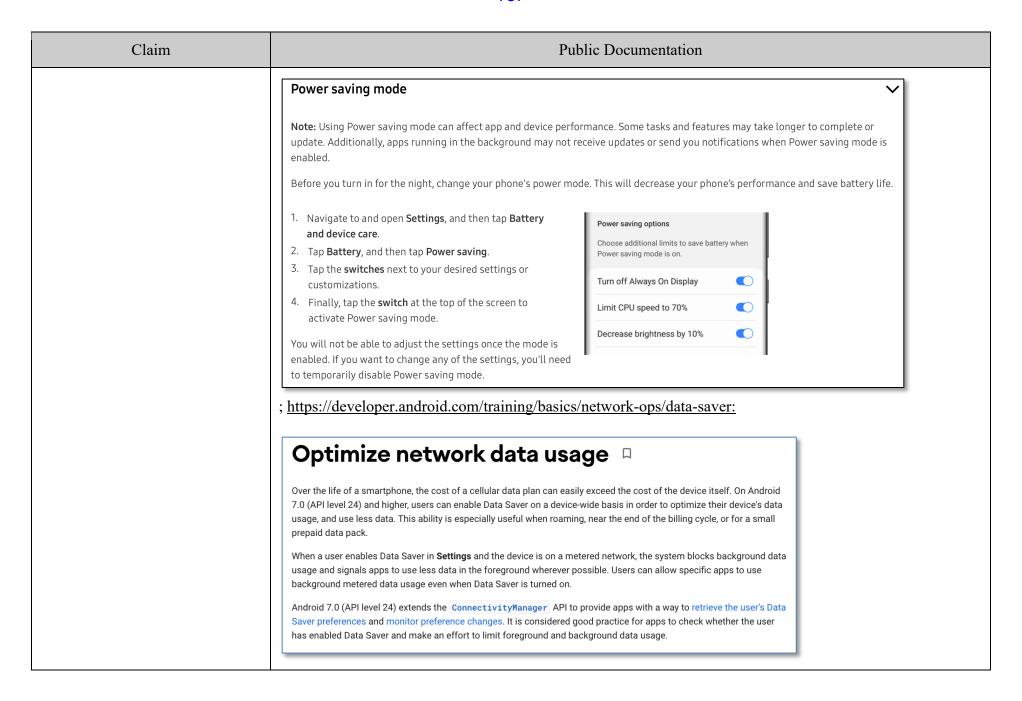
### Case 2:23-cv-00352-JRG-RSP Document 51-3 Filed 12/05/23 Page 36 of 180 PageID #: 735



#### Case 2:23-cv-00352-JRG-RSP Document 51-3 Filed 12/05/23 Page 37 of 180 PageID #: 736

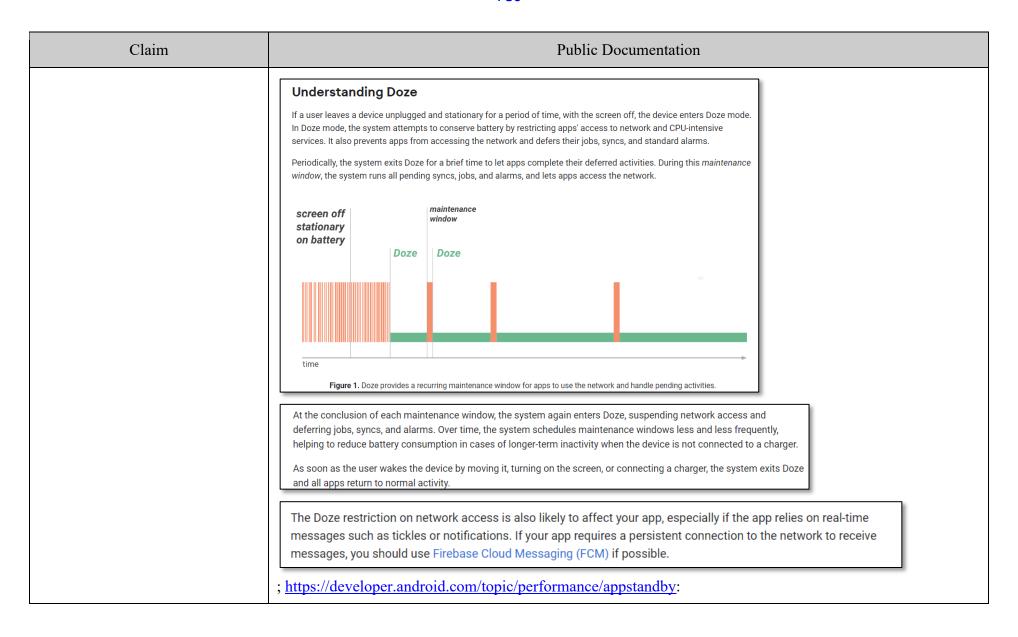


#### Case 2:23-cv-00352-JRG-RSP Document 51-3 Filed 12/05/23 Page 38 of 180 PageID #: 737



Claim	Public Documentation	
	Check data saver preferences	
	On Android 7.0 (API level 24) and higher, apps can use the ConnectivityManager API to determine what data usage restrictions are being applied. The getRestrictBackgroundStatus() method returns one of the following values:	
	RESTRICT_BACKGROUND_STATUS_DISABLED	
	Data Saver is disabled.	
	RESTRICT_BACKGROUND_STATUS_ENABLED	
	The user has enabled Data Saver for this app. Apps should make an effort to limit data usage in the foreground and gracefully handle restrictions to background data usage.	
	RESTRICT_BACKGROUND_STATUS_WHITELISTED	
	The user has enabled Data Saver but the app is allowed to bypass it. Apps should still make an effort to limit foreground and background data usage.	
	Limit data usage whenever the device is connected to a metered network, even if Data Saver is disabled or the app is allowed to bypass it. The following sample code uses <a href="ConnectivityManager.isActiveNetworkMetered">ConnectivityManager.isActiveNetworkMetered</a> () and <a href="ConnectivityManager.getRestrictBackgroundStatus">ConnectivityManager.getRestrictBackgroundStatus</a> () to determine how much data the app should use:	
	; <a href="https://developer.android.com/training/monitoring-device-state/doze-standby:">https://developer.android.com/training/monitoring-device-state/doze-standby:</a>	
	Optimize for Doze and App Standby 🗔	
	Starting from Android 6.0 (API level 23), Android introduces two power-saving features that extend battery life for users by managing how apps behave when a device is not connected to a power source. <i>Doze</i> reduces battery consumption by deferring background CPU and network activity for apps when the device is unused for long periods of time. <i>App Standby</i> defers background network activity for apps with which the user has not recently interacted.	
	While the device is in Doze, apps' access to certain battery-intensive resources is deferred until maintenance windows.  The specific restrictions are listed in Power Management Restrictions.	
	Doze and App Standby manage the behavior of all apps running on Android 6.0 or higher, regardless whether they are specifically targeting API level 23. To ensure the best experience for users, test your app in Doze and App Standby modes and make any necessary adjustments to your code. The sections below provide details.	

#### Case 2:23-cv-00352-JRG-RSP Document 51-3 Filed 12/05/23 Page 40 of 180 PageID #: 739



#### App Standby Buckets

Android 9 (API level 28) and higher support **App Standby Buckets**. App Standby Buckets help the system prioritize apps' requests for resources based on how recently and how frequently the apps are used. Based on app usage patterns, each app is placed in one of five priority **buckets**. The system limits the device resources available to each app based on which bucket the app is in.

#### **Priority buckets**

The system dynamically assigns each app to a priority bucket, reassigning the apps as needed. The system may rely on a preloaded app that uses machine learning to determine how likely each app is to be used, and assigns apps to the appropriate buckets. If the system app is not present on a device, the system defaults to sorting apps based on how recently they were used. More active apps are assigned to buckets that give the apps higher priority, making more system resources available to the app. In particular, the bucket determines how frequently the app's jobs run, and how often the app can trigger alarms. These restrictions apply only while the device is on battery power; the system does not impose these restrictions on apps while the device is charging.



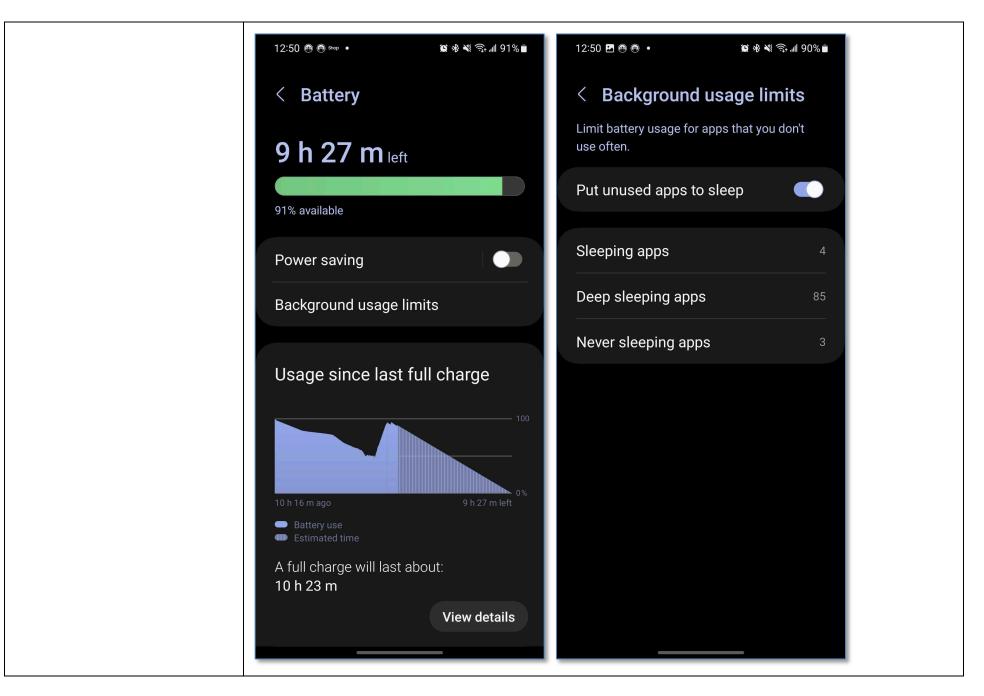
**Note:** Every manufacturer can set their own criteria for how non-active apps are assigned to buckets. You should not try to influence which bucket your app is assigned to. Instead, focus on making sure your app behaves well in whatever bucket it might be in. Your app can find out what bucket it's currently in by calling <a href="UsageStatsManager.getAppStandbyBucket(">UsageStatsManager.getAppStandbyBucket()</a>.

#### The buckets are:

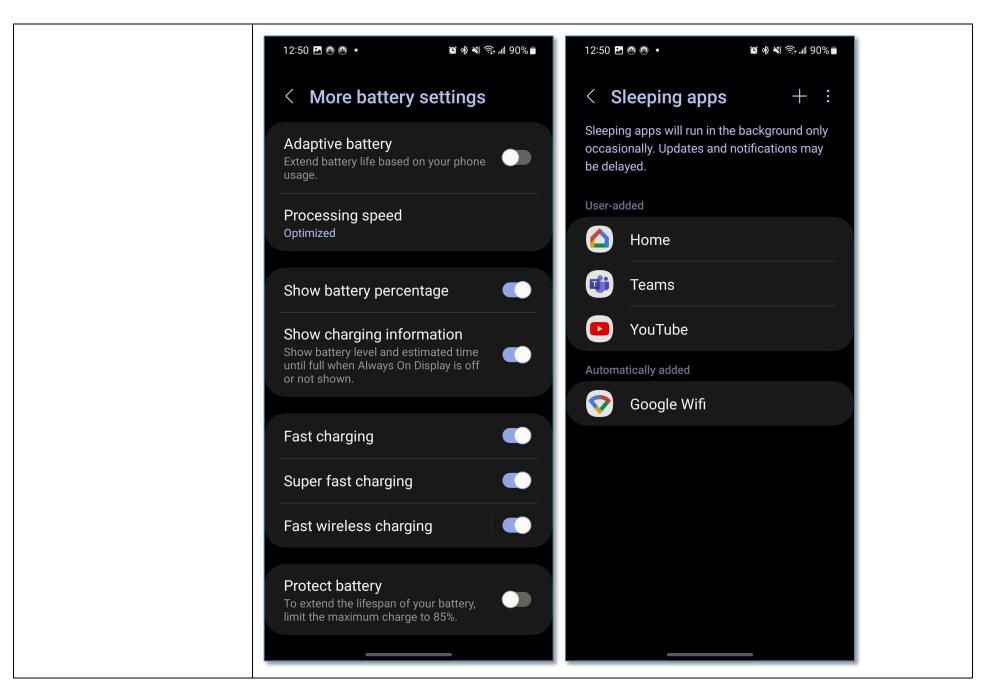
- 1. Active: App is currently being used or was very recently used.
- Working set: App is in regular use.
- 3. Frequent: App is often used, but not every day.
- 4. Rare: App is not frequently used.
- 5. Restricted: App consumes a great deal of system resources, or may exhibit undesirable behavior.

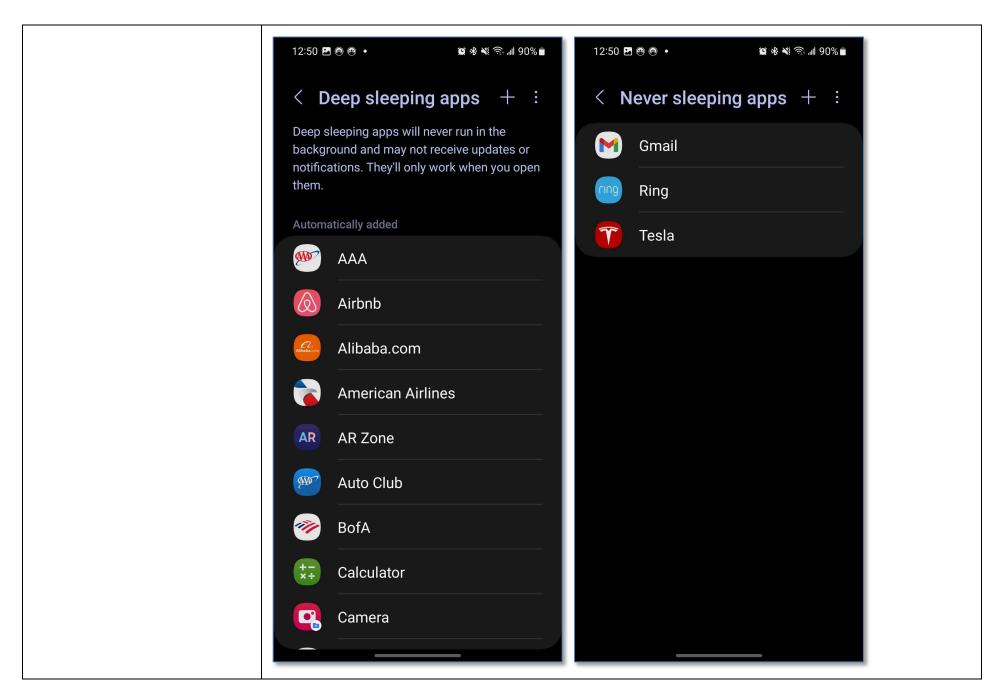
In addition, there's a special **never** bucket for apps that have been installed but have never been run. The system imposes severe restrictions on these apps.

Claim	Public Documentation	
	; <a href="https://developer.android.com/topic/performance/background-optimization">https://developer.android.com/topic/performance/background-optimization</a> ; <a href="https://developer.android.com/guide/background/persistent">https://developer.android.com/guide/background/persistent</a> ; <a href="https://developer.android.com/guide/components/services">https://developer.android.com/guide/components/services</a> ; <a href="https://developer.android.com/guide/components/services">https://developer.android.com/guide/components/services</a> ; <a href="https://developer.android.com/guide/components/services">https://developer.android.com/guide/components/services</a> ; <a href="https://developer.android.com/guide/components/services">https://developer.android.com/guide/components/services</a> ; <a href="https://developer.android.com/guide/topics/media/platform/mediaplayer">https://developer.android.com/guide/topics/media/platform/mediaplayer</a> ; <a href="https://developer.android.com/guide/topics/media/platform/mediaplayer">https://developer.android.com/guide/topics/media/platform/mediaplayer</a> ; <a href="https://developer.android.com/guide/topics/media/platform/mediaplayer">https://developer.android.com/guide/topics/media/platform/mediaplayer</a> ; <a a="" developer.android.com="" guide="" href="https://developer.android.com/guide/topics/media/platform/mediaplayer&lt;/a&gt;; &lt;a href=" https:="" media="" mediaplayer<="" platform="" topics="">; <a a="" developer.android.com="" guide="" href="https://developer.android.com/guide/topics/media/platform/mediaplayer&lt;/a&gt;; &lt;a href=" https:="" media="" mediaplayer<="" platform="" topics="">; <a a="" developer.android.com="" guide="" href="https://developer.android.com/guide/topics/media/platform/mediaplayer&lt;/a&gt;; &lt;a href=" https:="" media="" mediaplayer<="" platform="" topics="">; <a a="" developer.android.com="" guide="" href="https://developer.android.com/guide/topics/media/platform/mediaplayer&lt;/a&gt;; &lt;a href=" https:="" media="" mediaplayer<="" platform="" topics="">; <a develope<="" href="https://developer.android.com/guide/topics/media/platform/mediaplayer&lt;/a&gt;; &lt;a href=" https:="" th=""></a></a></a></a></a>	



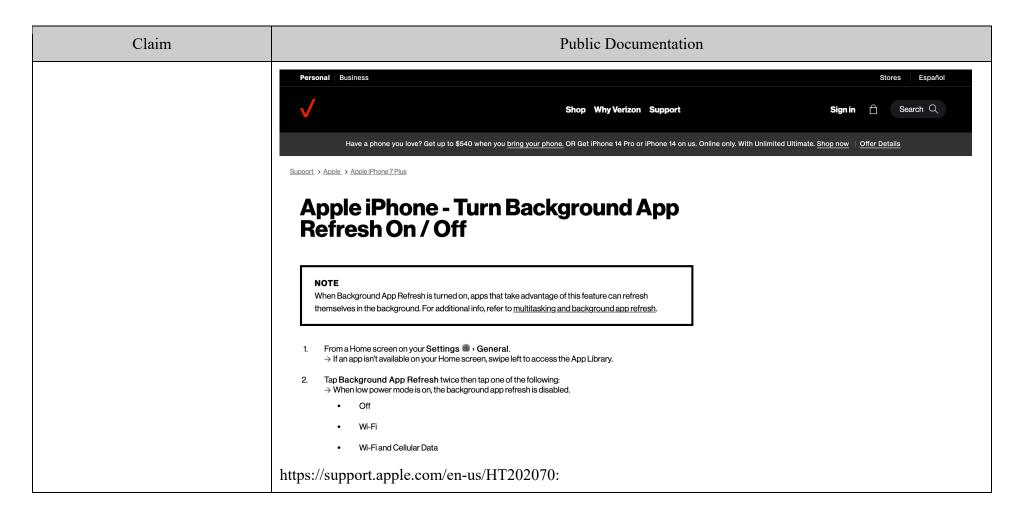
Page 42 of 179





Page 44 of 179

Claim	Public Documentation	
	; see also https://techshift.net/does-data-saver-apply-to-wi-fi/:	
	"Does data saver apply to Wi-Fi?	
	Does data saver affect WiFi? <b>No, it doesn't</b> . Data saver only restricts the apps from using mobile data. While you are on WiFi, your phone's data saver won't affect it."	
	; https://www.technipages.com/how-to-give-android-apps-unrestricted-data-access-data-saver-on:	
	"The Data Saver option is only when you're not on WiFi and affects how you see your content."	
	As another example, at least Apple's "Background App Refresh" and "Low Power Mode" features include policies which apply to at least some activities by or on behalf of applications and/or services. <i>See, e.g.</i> , https://www.verizon.com/support/knowledge-base-207174/:	



Claim	Public Documentation	
	Use Background App Refresh  After you switch to a different app, some apps run for a short period of time before they're set to a suspended state. Apps that are in a suspended state aren't actively in use, open, or taking up system resources. With Background App Refresh, suspended apps can check for updates and new content.  If you want suspended apps to check for new content, go to Settings > General > Background App Refresh and turn on Background App Refresh. If you quit an app from the app switcher, it might not be able to run or check for new content before you open it again.  9:41  Back Background App Refresh  Background App Refresh  Alow apps to refresh their content when on Wis-Fi or readily in the background. Turning off apps may help preserve battery life.  Back Background App Refresh  Alow apps to refresh their content when on Wis-Fi or readily in the background. Turning off apps may help preserve battery life.  Maps  Music  News  Notes  Shortcuts  Siri  Stocks  Voice Memos	
	https://support.apple.com/en-us/HT205234:	

# Use Low Power Mode to save battery life on your iPhone or iPad

Low Power Mode reduces the amount of power that your iPhone or iPad uses when the battery gets low.

To turn Low Power Mode on or off, go to Settings > Battery. You can also turn Low Power Mode on and off from Control Center. Go to Settings > Control Center > Customize Controls, then select Low Power Mode to add it to Control Center.

When Low Power Mode is on, your iPhone or iPad will last longer before you need to charge it, but some features might take longer to update or complete. Also, some tasks might not work until you turn off Low Power Mode, or until you charge your iPhone or iPad to 80% or higher.

Low Power Mode reduces or affects these features:

- 5G (except for video streaming) on iPhone 12 and iPhone 13 models<sup>1</sup>
- Auto-Lock (defaults to 30 seconds)
- Display brightness
- Display refresh rate (limited up to 60 Hz) on iPhone and iPad models with ProMotion display<sup>2</sup>
- · Some visual effects
- iCloud Photos (temporarily paused)
- Automatic downloads
- Email fetch
- · Background app refresh

When Low Power Mode is on, the battery in the status bar will be yellow. You'll see a yellow battery icon and the battery percentage. After you charge your iPhone or iPad to 80% or higher, Low Power Mode automatically turns off.

 If you turn on Low Power Mode, 5G is disabled, except in some cases like video streaming and large downloads on iPhone 12 and iPhone 13 models. With iPhone 12 models, Low Power Mode disables 5G standalone (where available).

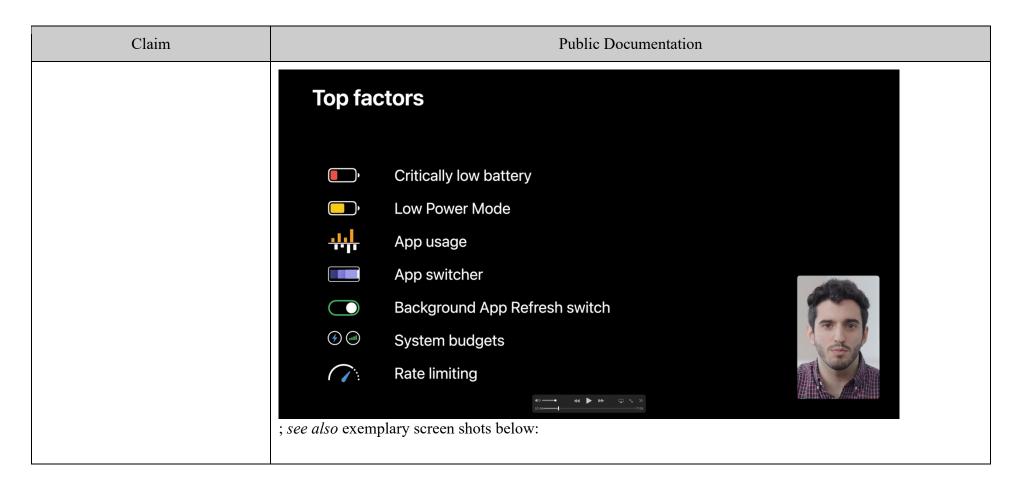


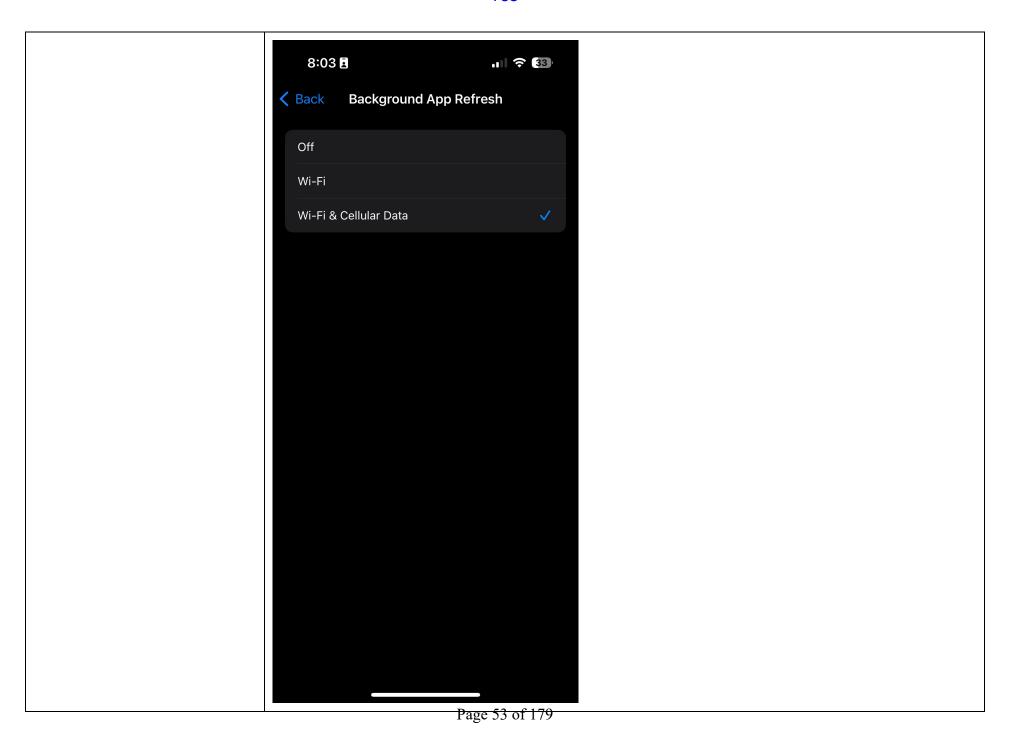
2. These devices have ProMotion display: iPhone 13 Pro and later, iPhone 13 Pro Max and later, iPad Pro 10.5-inch, all iPad Pro 11-inch models, and iPad Pro 12.9-inch (2nd generation) and later.

Claim	Public Documentation	
	https://www.apple.com/batteries/maximizing-performance/:	
	View Battery Usage information	
	With iOS, you can easily manage your device's battery life, because you can see the proportion of your battery used by each app (unless the device is charging). To view your usage, go to Settings > Battery.	9:41 AM 100% ■
	Here are the messages you may see listed below the apps you've been using:	Last 24 Hours Last 10 Days Last Charge Level 2h ago
	Background Activity. This indicates that the battery was used by the app while it was in the background — that is, while you were using another app.	BATTERY LEVEL 100% 50% 0%
	<ul> <li>To improve battery life, you can turn off the feature that allows apps to refresh in the background. Go to Settings &gt; General &gt; Background App Refresh and select Wi-Fi, Wi-Fi &amp; Cellular Data, or Off to turn off Background App Refresh entirely.</li> </ul>	ACTIVITY 60m 30m 12 P 3 6 9 12 A 3 6 9 0m Sep 12
	If the Mail app lists Background Activity, you can choose to fetch data manually or increase the fetch interval. Go to Settings > Accounts & Passwords > Fetch New Data.	Screen On Screen Off 3h 31m 56m  BATTERY USAGE BY APP SHOW ACTIVITY  Maps 27%
	; <a href="https://developer.apple.com/documentation/">https://developer.apple.com/documentation/</a> ing your ui to run in the background/; https://developer.apple.c	
	ment/scenes/preparing your ui to run in the background/about https://developer.apple.com/documentation/uikit/app_and_environg ing_your_ui to run in the background/extending your app_s_background/extending your app_s_background/extending your app_s_background/extending your app_s_background/extending/developer.apple.com/documentation/watchkit/background_ehttps://developer.apple.com/documentation/uikit/windows_and_scr	the background execution sequence/; ment/scenes/prepar- ackground execution time/; https://devel- execution/using background tasks/;

Claim	Public Documentation	
	ing your ui to run in the background/using background tasks to update your app/; https://developer.apple.com/documentation/backgroundtasks/refreshing and maintaining your app using background tasks/; https://developer.apple.com/documentation/backgroundtasks/bgapprefreshtask; https://developer.apple.com/documentation/backgroundtasks/bgapprefreshtask; https://developer.apple.com/documentation/backgroundtasks/bgtask; https://developer.apple.com/documentation/lockgroundtasks/bgtask; https://developer.apple.com/documentation/uikit/uiapplication/1622976-backgroundfetchintervalminimum/; https://developer.apple.com/documentation/uikit/uiapplication/1623003-applicationstate; https://developer.apple.com/documentation/uikit/uiapplication/1623003-applicationstate; https://developer.apple.com/documentation/state; https://developer.apple.com/documentation/foundation/url_loading_system; https://developer.apple.com/documentation/foundation/urlsession; https://developer.apple.com/documentation/devicemanagement/mail; https://developer.apple.com/documentation/security/secure transport/using the secure socket layer for network communication; https://developer.apple.com/documentation/foundation/networkextension/personal_vpn; https://developer.apple.com/documentation/syfoundation/avplayer; https://developer.apple.com/documentation/avfoundation/avplayer; https://developer.apple.com/documentation/avfoundation/media_playback/configuring_your_app_for_media_playback; https://developer.apple.com/vid	

Claim	Public Documentation	
	Factors affecting your runtime	
	Critically low battery Background App Refresh switch Airplane mode	
	Low Power Mode Ongoing iCloud restore Settings Display on/off state	
	Device temperature System budgets Process contention App usage	
	App switcher Rate limiting Camera in-use Device lock state	
	40 ──◆ 44 ▶ № □ ½ ≫  © 222 ────────────────────────────────	



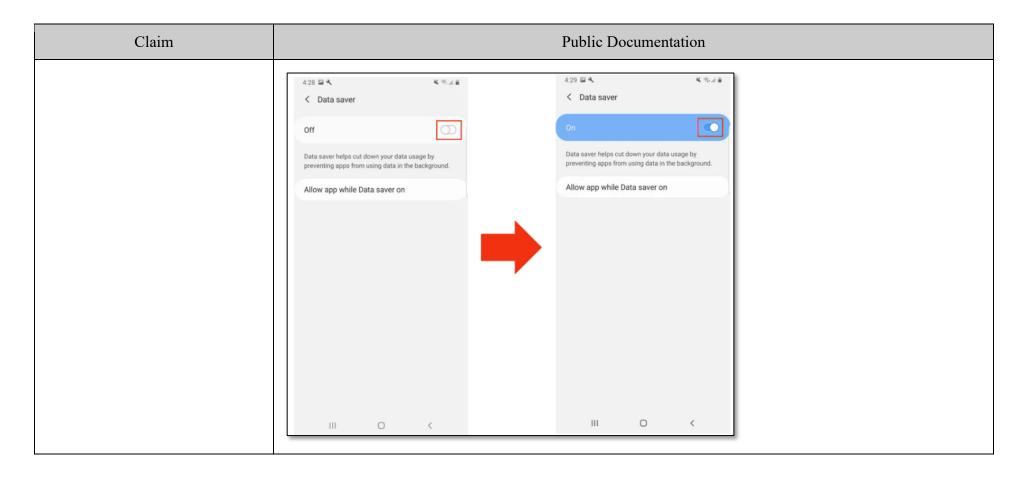


Claim	Public Documentation	
	Settings  1:06  General  Do Not Disturb  Airplane Mode  See also, e.g., https://www.verizon.com/plans/; https://www.verizon.com/plans/international/international-travel/; https://www.verizon.com/support/international-travel-faqs/.	
[1f] an interface to allow a user to augment the differential traffic control policy for the first one or more applications but not for the second one or more applications and/or services; and	The Accused Instrumentalities include "an interface to allow a user to augment the differential traffic control policy for the first one or more applications but not for the second one or more applications and/or services."  For example, devices sold or used by Verizon include an interface which allow users to augment policies and settings for some applications and/or services, but not all applications and/or services ( <i>e.g.</i> , system services). <i>See</i> , <i>e.g.</i> , <a href="https://www.verizon.com/support/knowledge-base-236117/">https://www.verizon.com/support/knowledge-base-236117/</a> :	

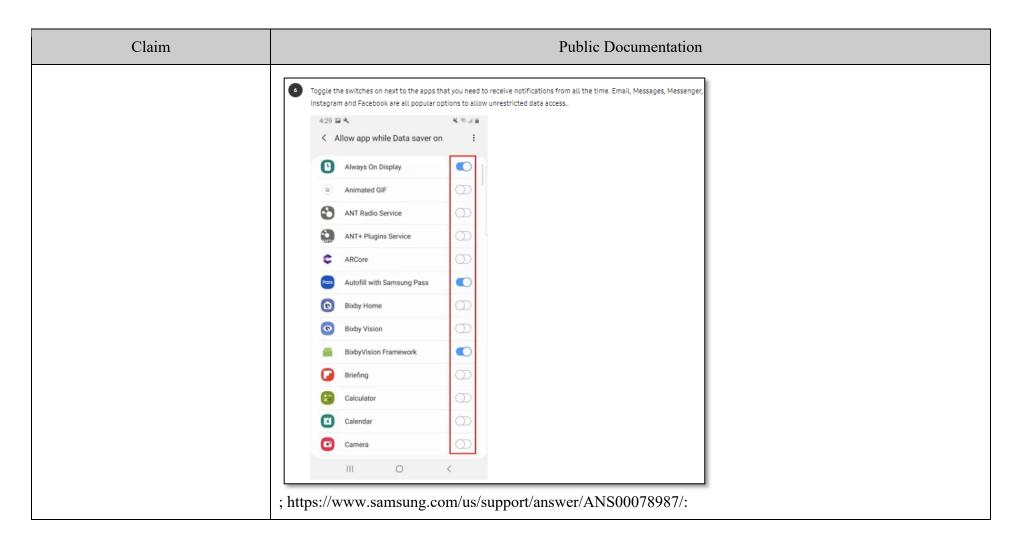
Claim	Public Documentation	
	Samsung Galaxy S21 5G / Galaxy S21 Ultra 5G - Manage Data Usage	
	NOTE	
	Data usage info provided by the device may differ from actual usage. For data usage info provided by Verizon, refer to the My Verizon website.	
	<ul> <li>■ For a better understanding of how data is used, check out this <u>video</u>.</li> <li>■ To control data usage on your account, refer to <u>Verizon Smart Family</u>.</li> </ul>	
	<ul> <li>1. From a Home screen, swipe up from the center of the display to access the apps screen.</li> <li>→ These instructions only apply to <u>Standard mode</u> and the default <u>Home screen layout</u>.</li> </ul>	
	2. Navigate:Settings ∅ → Connections.	
	3. Tap <b>Data usage</b> then do any of the following:	
	Turn Data saver off     a. Tap <b>Data saver</b> .	
	b. Tap the Data saver switch to turn on  or off .  → Data saver must be turned off to use Mobile Hotspot.	
	; https://www.samsung.com/us/support/answer/ANS00079018/:	

Claim	Public Documentation	
Claim	Turn Data saver on or off  Data saver prevents some apps from sending or receiving data in the background. So rest assured, you're not wasting any precious data.  1. Navigate to and open Settings, and then tap Connections.  2. Tap Data usage, tap Data saver, and then tap the switch next to Turn on now.  3. If there are still some apps you'd like to run in the background, you can set them as exceptions. Tap Allowed to use data while Data saver is on at the bottom of the screen.  4. Tap More options (the three vertical dots) and choose Show system apps or Show allowed apps first to narrow down the list.  5. Finally, tap the switch(es) next to your desired	
	Data saver prevents some apps from sending or receiving data in the background. So rest assured, you're not wasting any precious data.  1. Navigate to and open Settings, and then tap Connections.  2. Tap Data usage, tap Data saver, and then tap the switch next to Turn on now.  3. If there are still some apps you'd like to run in the background, you can set them as exceptions. Tap Allowed to use data while Data saver is on at the bottom of the screen.  4. Tap More options (the three vertical dots) and choose Show system apps or Show allowed apps first to narrow down the list.	

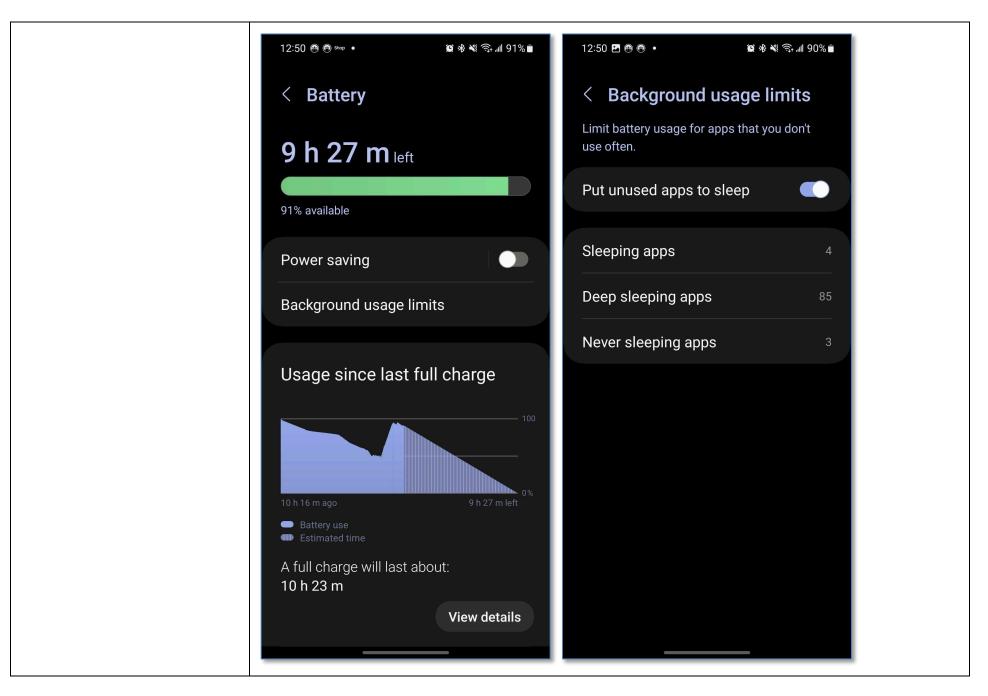
### Case 2:23-cv-00352-JRG-RSP Document 51-3 Filed 12/05/23 Page 58 of 180 PageID #: 757

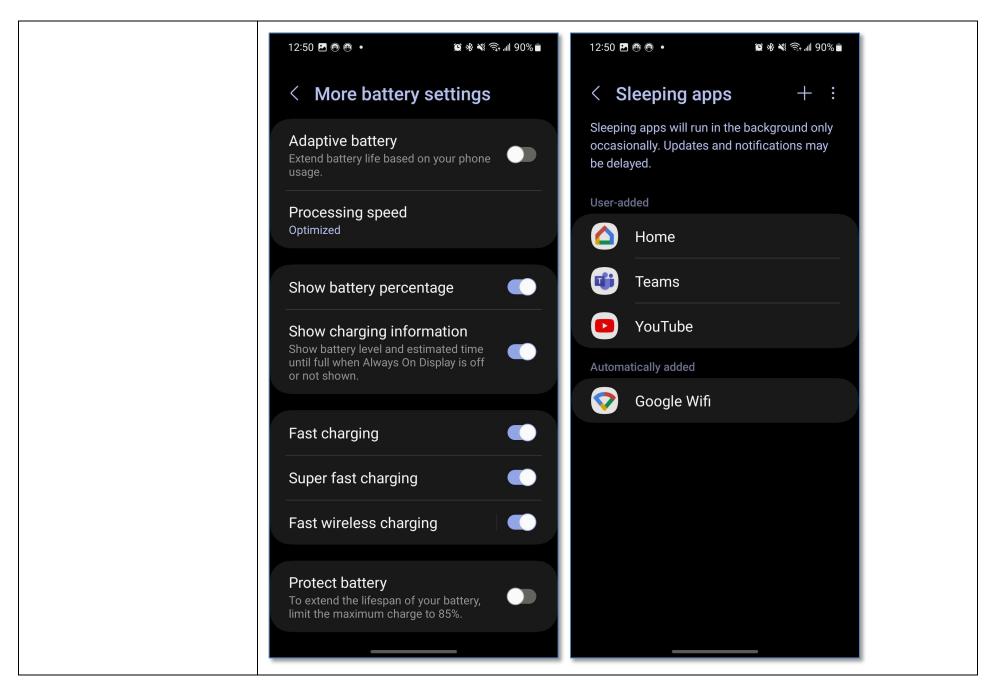


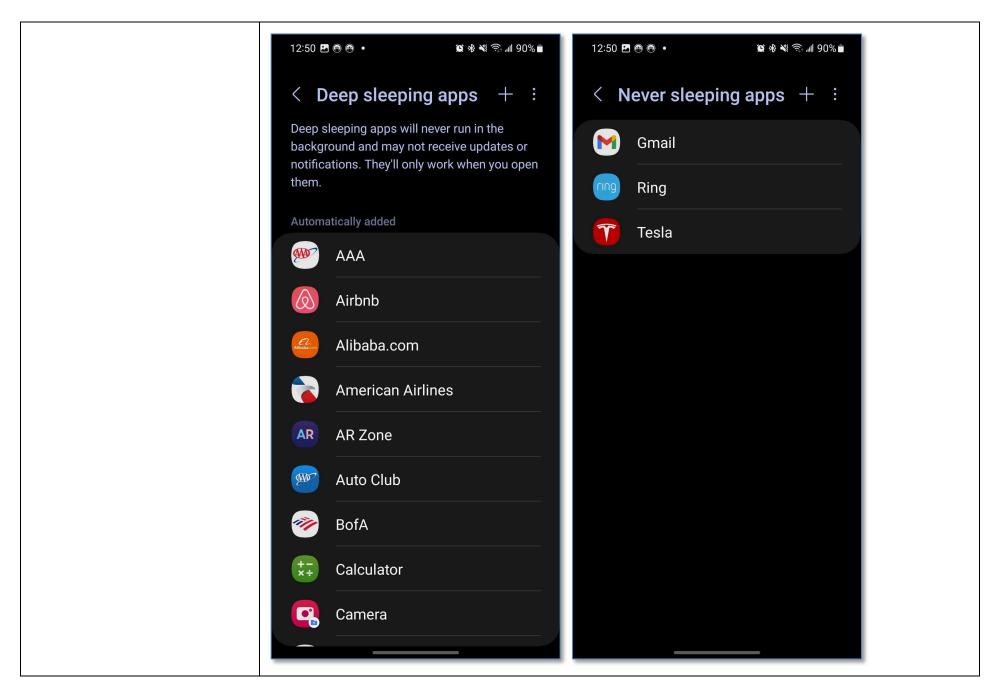
#### Case 2:23-cv-00352-JRG-RSP Document 51-3 Filed 12/05/23 Page 59 of 180 PageID #: 758



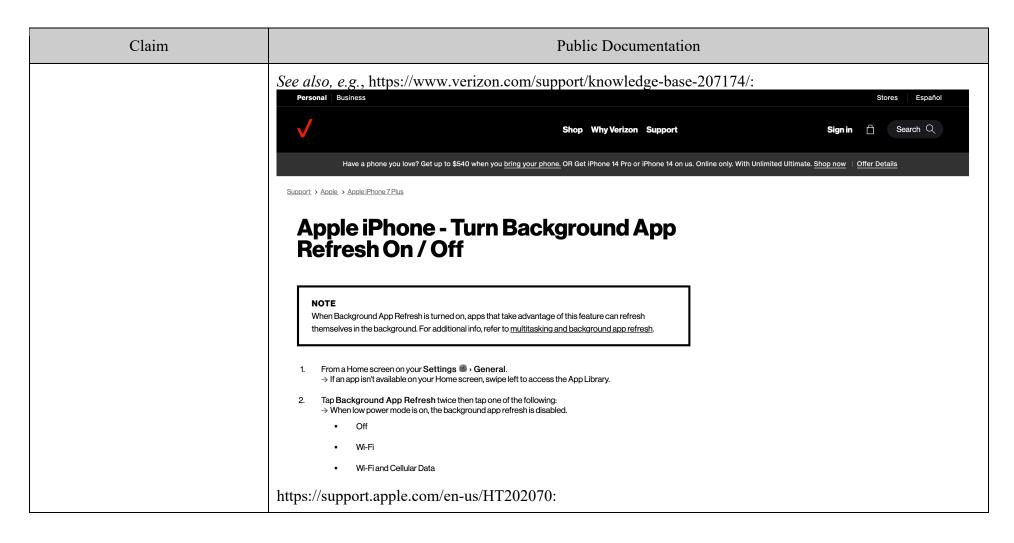
Claim	Public Documentation	
	Power saving mode	~
		rmance. Some tasks and features may take longer to complete or eceive updates or send you notifications when Power saving mode is
	Before you turn in for the night, change your phone's power mod	de. This will decrease your phone's performance and save battery life.
	Navigate to and open <b>Settings</b> , and then tap <b>Battery</b> and device care.	Power saving options
	2. Tap <b>Battery</b> , and then tap <b>Power saving</b> .	Choose additional limits to save battery when Power saving mode is on.
	<ol> <li>Tap the switches next to your desired settings or customizations.</li> </ol>	Turn off Always On Display
	4. Finally, tap the <b>switch</b> at the top of the screen to activate Power saving mode.	Limit CPU speed to 70%
	You will not be able to adjust the settings once the mode is enabled. If you want to change any of the settings, you'll need to temporarily disable Power saving mode.	Decrease brightness by 10%
	; see also the exemplary screenshots below:	







Page 62 of 179



Claim	Public Documentation	
	Use Background App Refresh  After you switch to a different app, some apps run for a short period of time before they're set to a suspended state. Apps that are in a suspended state aren't actively in use, open, or taking up system resources. With Background App Refresh, suspended apps can check for updates and new content.  If you want suspended apps to check for new content, go to Settings > General > Background App Refresh and turn on Background App Refresh. If you quit an app from the app switcher, it might not be able to run or check for new content before you open it again.  9:41  Back Background App Refresh  Background App Refresh  Allow apps to refresh their content with 51 or cellular in the background. Turning off apps may help preserve battery life.  Back Background App Refresh  Allow apps to refresh their content with 51 or cellular in the background. Turning off apps may help preserve battery life.  Back Background App Refresh  Allow apps to refresh their content with 51 or cellular in the background. Turning off apps may help preserve battery life.  Back Background App Refresh  Allow apps to refresh their content with 51 or cellular in the background. Turning off apps may help preserve battery life.  Back Background App Refresh  Allow apps to refresh their content with 51 or cellular in the background. Turning off apps may help preserve battery life.  Back Background App Refresh  Allow apps to refresh their content with 52 or cellular in the background. Turning off apps may help preserve battery life.  Back Background App Refresh  Allow apps to refresh their content with 52 or cellular in the background. Turning off apps may help preserve battery life.  Back Background App Refresh  Allow apps to refresh their content with 52 or cellular in the background. Turning off apps may help preserve battery life.  Back Background App Refresh  Allow apps to refresh their content with 52 or cellular in the background. Turning off apps may help preserve battery life.  Back Background App Refresh  Allow apps to	
	https://support.apple.com/en-us/HT205234:	

# Use Low Power Mode to save battery life on your iPhone or iPad

Low Power Mode reduces the amount of power that your iPhone or iPad uses when the battery gets low.

To turn Low Power Mode on or off, go to Settings > Battery. You can also turn Low Power Mode on and off from Control Center. Go to Settings > Control Center > Customize Controls, then select Low Power Mode to add it to Control Center.

When Low Power Mode is on, your iPhone or iPad will last longer before you need to charge it, but some features might take longer to update or complete. Also, some tasks might not work until you turn off Low Power Mode, or until you charge your iPhone or iPad to 80% or higher.

Low Power Mode reduces or affects these features:

- 5G (except for video streaming) on iPhone 12 and iPhone 13 models<sup>1</sup>
- Auto-Lock (defaults to 30 seconds)
- Display brightness
- Display refresh rate (limited up to 60 Hz) on iPhone and iPad models with ProMotion display<sup>2</sup>
- · Some visual effects
- iCloud Photos (temporarily paused)
- Automatic downloads
- Email fetch
- · Background app refresh

When Low Power Mode is on, the battery in the status bar will be yellow. You'll see a yellow battery icon — and the battery percentage. After you charge your iPhone or iPad to 80% or higher, Low Power Mode automatically turns off.

 If you turn on Low Power Mode, 5G is disabled, except in some cases like video streaming and large downloads on iPhone 12 and iPhone 13 models. With iPhone 12 models, Low Power Mode disables 5G standalone (where available).

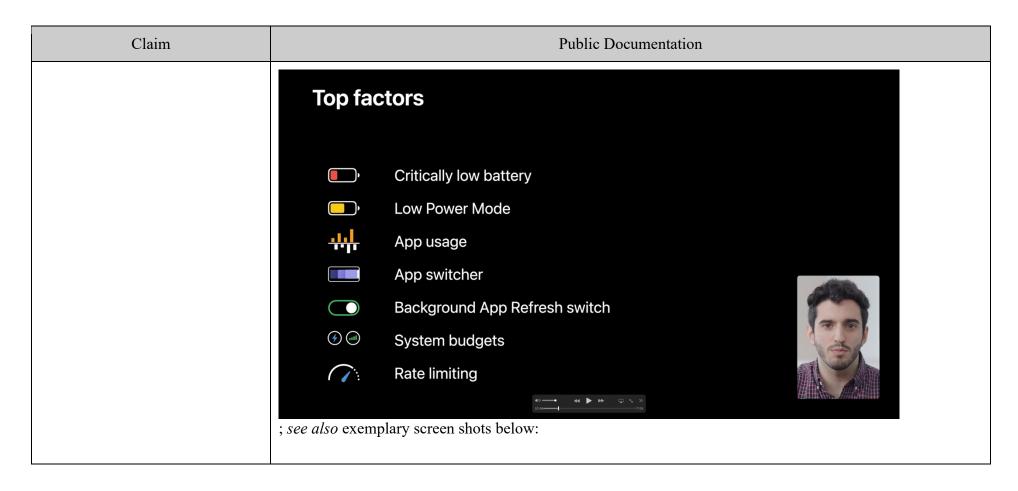


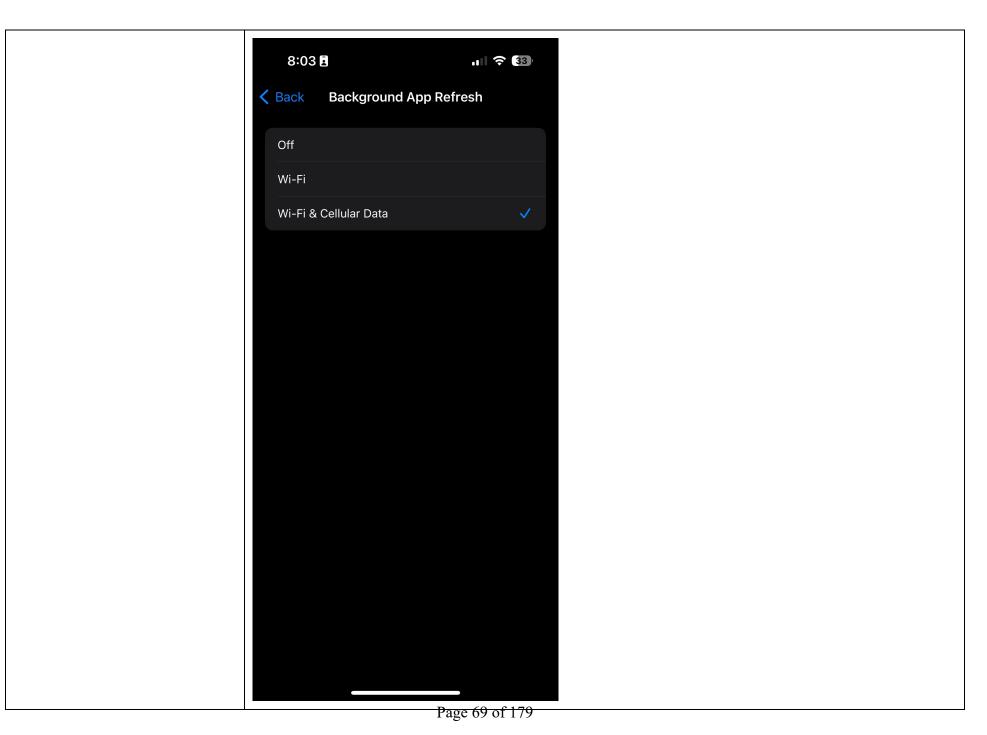
2. These devices have ProMotion display: iPhone 13 Pro and later, iPhone 13 Pro Max and later, iPad Pro 10.5-inch, all iPad Pro 11-inch models, and iPad Pro 12.9-inch (2nd generation) and later.

Claim	Public Documentation	
	https://www.apple.com/batteries/maximizing-performance/:	
	View Battery Usage information	
	With iOS, you can easily manage your device's battery life, because you can see the proportion of your battery used by each app (unless the device is charging). To view your usage, go to Settings > Battery.	9:41 AM 100%
	Here are the messages you may see listed below the apps you've been using:	Last 24 Hours Last 10 Days Last Charge Level 2h ago
	<b>Background Activity.</b> This indicates that the battery was used by the app while it was in the background — that is, while you were using another app.	BATTERY LEVEL 100% 50% 50%
	<ul> <li>To improve battery life, you can turn off the feature that allows apps to refresh in the background. Go to Settings &gt; General &gt; Background App Refresh and select Wi-Fi, Wi-Fi &amp; Cellular Data, or Off to turn off Background App Refresh entirely.</li> </ul>	ACTIVITY 60m 30m 12 P 3 6 9 12 A 3 6 9 0m
	If the Mail app lists Background Activity, you can choose to fetch data manually or increase the fetch interval. Go to Settings > Accounts & Passwords > Fetch New Data.	Screen On Screen Off 3h 31m 56m  BATTERY USAGE BY APP SHOW ACTIVITY  Maps 27%
	; https://developer.apple.com/videos/play/wwdc2020/10063:	Music 4004

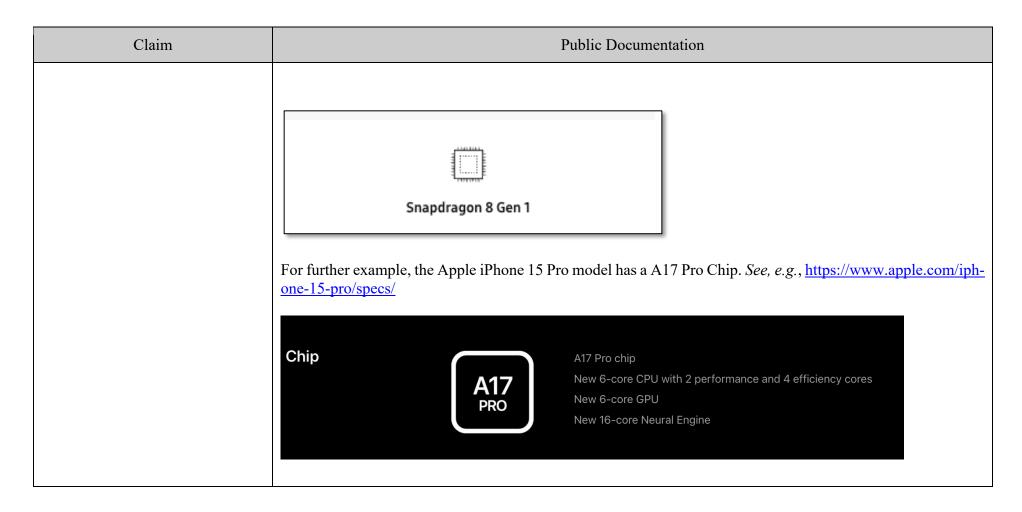
Claim	Public Documentation
	Factors affecting your runtime
	Critically low battery Background App Refresh switch Airplane mode
	Low Power Mode Ongoing iCloud restore Settings Display on/off state
	Device temperature System budgets Process contention App usage
	App switcher Rate limiting Camera in-use Device lock state

### Case 2:23-cv-00352-JRG-RSP Document 51-3 Filed 12/05/23 Page 69 of 180 PageID #: 768



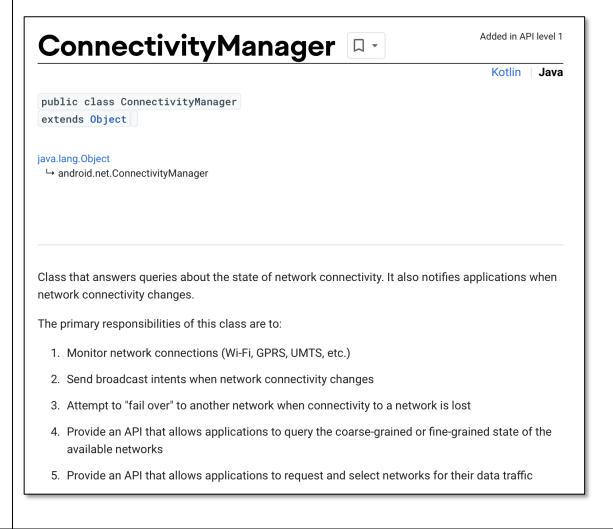


Claim	Public Documentation	
	Settings  1:06  General  Orientation  Background App Refresh  Turning off Background App Refresh may preserve battery life. Apps with complications on the current watch face will continue to refresh, even when their background app refresh -atting is off.	
[1g] one or more processors configured to	The Accused Instrumentalities include "one or more processors."  For example, the Galaxy S22 has either a Snapdragon (in the United States) or Exynos (in Korea) architecture-based application processor. <i>See, e.g.</i> , <a href="https://www.samsung.com/us/smartphones/galaxy-s22/buy/galaxy-s22-128gb-unlocked-sm-s901uzkaxaa/:">https://www.samsung.com/us/smartphones/galaxy-s22/buy/galaxy-s22-128gb-unlocked-sm-s901uzkaxaa/:</a>	



[1h] classify a wireless network to which the device currently connects in order to communicate data for Internet service activities as at least one of a plurality of network types that the device can connect with, The Accused Instrumentalities "classify a wireless network to which the device currently connects in order to communicate data for Internet service activities as at least one of a plurality of network types that the device can connect with."

For example, devices sold and used by Verizon classify wireless network connections for communicating internet service activities. *See, e.g.*, <a href="https://developer.android.com/reference/android/net/ConnectivityManager">https://developer.android.com/reference/android/net/ConnectivityManager</a>:



Claim	Public Documentation
	https://developer.android.com/training/monitoring-device-state/connectivity-status-type; https://www.veri-zon.com/support/knowledge-base-236117/; https://www.samsung.com/us/support/answer/ANS00079018/; https://www.samsung.com/ae/support/mobile-devices/android-pie-what-is-the-data-saver-feature/; https://www.samsung.com/us/support/answer/ANS00078987/; https://developer.android.com/training/basics/network-ops/data-saver; https://developer.android.com/training/monitoring-device-state/doze-standby; https://developer.android.com/topic/performance/appstandby:

### App Standby Buckets 🗔

Android 9 (API level 28) and higher support **App Standby Buckets**. App Standby Buckets help the system prioritize apps' requests for resources based on how recently and how frequently the apps are used. Based on app usage patterns, each app is placed in one of five priority **buckets**. The system limits the device resources available to each app based on which bucket the app is in.

#### **Priority buckets**

The system dynamically assigns each app to a priority bucket, reassigning the apps as needed. The system may rely on a preloaded app that uses machine learning to determine how likely each app is to be used, and assigns apps to the appropriate buckets. If the system app is not present on a device, the system defaults to sorting apps based on how recently they were used. More active apps are assigned to buckets that give the apps higher priority, making more system resources available to the app. In particular, the bucket determines how frequently the app's jobs run, and how often the app can trigger alarms. These restrictions apply only while the device is on battery power; the system does not impose these restrictions on apps while the device is charging.



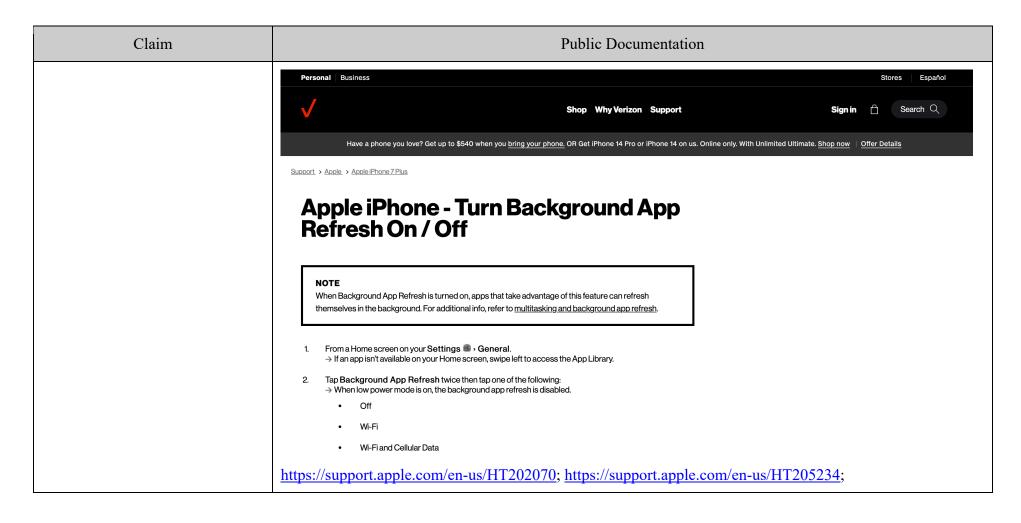
**Note:** Every manufacturer can set their own criteria for how non-active apps are assigned to buckets. You should not try to influence which bucket your app is assigned to. Instead, focus on making sure your app behaves well in whatever bucket it might be in. Your app can find out what bucket it's currently in by calling <a href="UsageStatsManager.getAppStandbyBucket(">UsageStatsManager.getAppStandbyBucket()</a>.

#### The buckets are:

- 1. Active: App is currently being used or was very recently used.
- Working set: App is in regular use.
- 3. Frequent: App is often used, but not every day.
- 4. Rare: App is not frequently used.
- 5. Restricted: App consumes a great deal of system resources, or may exhibit undesirable behavior.

In addition, there's a special **never** bucket for apps that have been installed but have never been run. The system imposes severe restrictions on these apps.

Claim	Public Documentation
	Note: Unlike other buckets, these power management restrictions apply to the restricted bucket even when the device is charging. However, restrictions are loosened when the device is charging, idle, and on an unmetered network.
	; https://developer.android.com/topic/performance/background-optimization; https://developer.android.com/guide/background/persistent; https://developer.android.com/guide/components/services; https://developer.android.com/guide/components/services; https://developer.android.com/guide/components/services; https://developer.android.com/guide/components/activities/intro-activities; https://developer.android.com/reference/java/net/URLConnection; https://developer.android.com/training/articles/security-ssl; https://developer.android.com/guide/topics/media; https://developer.android.com/guide/topics/media; https://developer.android.com/guide/topics/media/platform/mediaplayer; https://developer.apple.com/documentation/networkextension/dns_settings; https://techshift.net/does-data-saver-apply-to-wi-fi/:
	"Does data saver apply to Wi-Fi?
	Does data saver affect WiFi? <b>No, it doesn't</b> . Data saver only restricts the apps from using mobile data. While you are on WiFi, your phone's data saver won't affect it."
	; https://www.technipages.com/how-to-give-android-apps-unrestricted-data-access-data-saver-on:
	"The Data Saver option is only when you're not on WiFi and affects how you see your content."
	See also, e.g., https://www.verizon.com/support/knowledge-base-207174/:



# Use Low Power Mode to save battery life on your iPhone or iPad

Low Power Mode reduces the amount of power that your iPhone or iPad uses when the battery gets low.

To turn Low Power Mode on or off, go to Settings > Battery. You can also turn Low Power Mode on and off from Control Center. Go to Settings > Control Center > Customize Controls, then select Low Power Mode to add it to Control Center.

When Low Power Mode is on, your iPhone or iPad will last longer before you need to charge it, but some features might take longer to update or complete. Also, some tasks might not work until you turn off Low Power Mode, or until you charge your iPhone or iPad to 80% or higher.

Low Power Mode reduces or affects these features:

- 5G (except for video streaming) on iPhone 12 and iPhone 13 models<sup>1</sup>
- Auto-Lock (defaults to 30 seconds)
- Display brightness
- Display refresh rate (limited up to 60 Hz) on iPhone and iPad models with ProMotion display<sup>2</sup>
- · Some visual effects
- iCloud Photos (temporarily paused)
- Automatic downloads
- Email fetch
- · Background app refresh

When Low Power Mode is on, the battery in the status bar will be yellow. You'll see a yellow battery icon and the battery percentage. After you charge your iPhone or iPad to 80% or higher, Low Power Mode automatically turns off.

 If you turn on Low Power Mode, 5G is disabled, except in some cases like video streaming and large downloads on iPhone 12 and iPhone 13 models. With iPhone 12 models, Low Power Mode disables 5G standalone (where available).



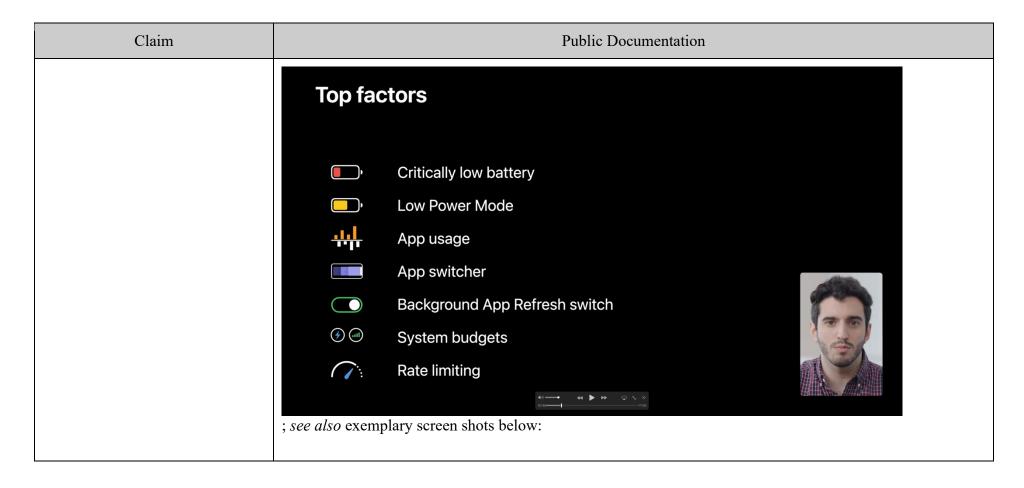
2. These devices have ProMotion display: iPhone 13 Pro and later, iPhone 13 Pro Max and later, iPad Pro 10.5-inch, all iPad Pro 11-inch models, and iPad Pro 12.9-inch (2nd generation) and later.

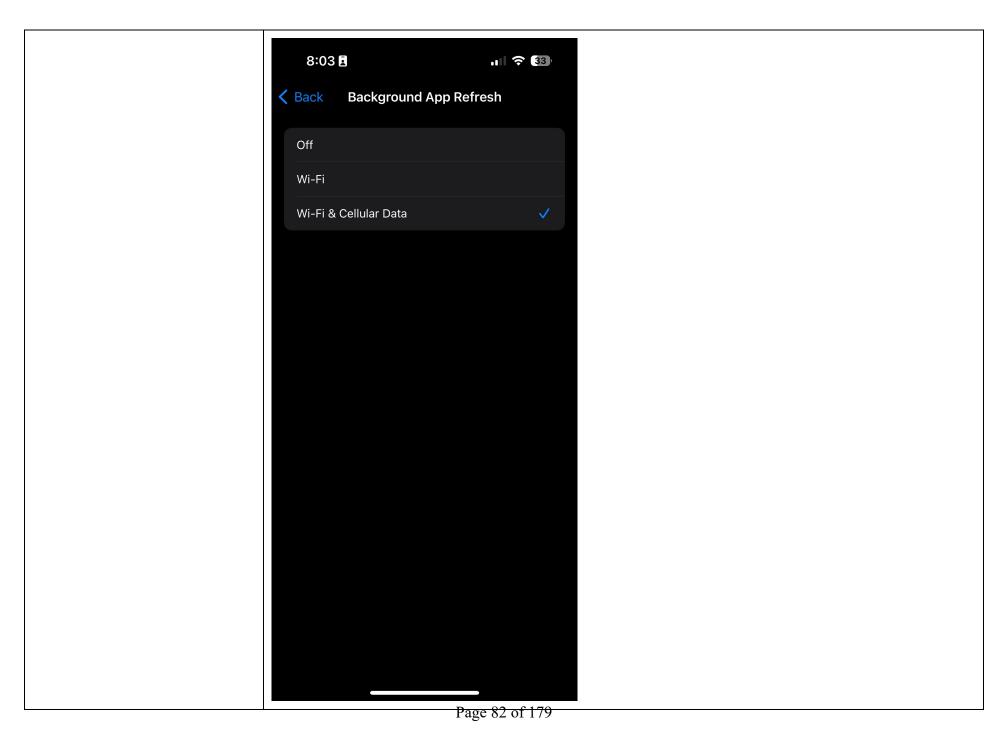
Claim	Public Documentation		
	https://www.apple.com/batteries/maximizing-performance/:		
	View Battery Usage information		
	With iOS, you can easily manage your device's battery life, because you can see the proportion of your battery used by each app (unless the device is charging). To view your usage, go to Settings > Battery.	9:41 AM 100%	
	Here are the messages you may see listed below the apps you've been using:	Settings Battery  Last 24 Hours Last 10 Days  Last Charge Level 2h ago  100%	
	Background Activity. This indicates that the battery was used by the app while it was in the background — that is, while you were using another app.	BATTERY LEVEL 100% 50% 50%	
	<ul> <li>To improve battery life, you can turn off the feature that allows apps to refresh in the background. Go to Settings &gt; General &gt; Background App Refresh and select Wi-Fi, Wi-Fi &amp; Cellular Data, or Off to turn off Background App Refresh entirely.</li> </ul>	ACTIVITY 60m 30m 12 P 3 6 9 12 A 3 6 9 0m	
	If the Mail app lists Background Activity, you can choose to fetch data manually or increase the fetch interval. Go to Settings > Accounts & Passwords > Fetch New Data.	Screen On 3h 31m         Screen Off 56m           BATTERY USAGE BY APP         SHOW ACTIVITY           Maps         27%	
	; https://developer.apple.com/documentation/uikit/windows_and_screens/scenes/prepar- ing your ui to run in the background/; https://developer.apple.com/documentation/uikit/app and environ-		
	ment/scenes/preparing your ui to run in the background/about https://developer.apple.com/documentation/uikit/app_and_environ ing_your_ui to run in the background/extending your app_s b oper.apple.com/documentation/backgroundtasks/; https://developer.apple.com/documentation/watchkit/background https://developer.apple.com/documentation/uikit/windows and sc	the background execution sequence/; ment/scenes/prepar- ackground execution time/; https://devel- execution/using_background_tasks/;	

Claim	Public Documentation
	ing your ui to run in the background/using background tasks to update your app/; https://developer.apple.com/documentation/backgroundtasks/refreshing and maintaining your app using background tasks/; https://developer.apple.com/documentation/backgroundtasks/bgapprefreshtask; https://developer.apple.com/documentation/backgroundtasks/bgapprefreshtask; https://developer.apple.com/documentation/backgroundtasks/bgapprefreshtask; https://developer.apple.com/documentation/backgroundtasks/bgtask; https://developer.apple.com/documentation/uikit/uiapplication/1622976-backgroundfetchintervalminimum/; https://developer.apple.com/documentation/uikit/uiapplication/1623003-applicationstate; https://developer.apple.com/documentation/uikit/uiapplication/state; https://developer.apple.com/documentation/state; https://developer.apple.com/documentation/foundation/url_loading_system; https://developer.apple.com/documentation/foundation/urlsession; https://developer.apple.com/documentation/devicemanagement/mail; https://developer.apple.com/documentation/security/secure transport/using the secure socket layer for network communication; https://developer.apple.com/documentation/foundation/networkextension/personal_vpn; https://developer.apple.com/documentation/sessages; https://developer.apple.com/documentation/avfoundation/avplayer; https://developer.apple.com/documentation/avfoundation/avplayer; https://developer.apple.com/documentation/avfoundation/avfoundation/media_playback/configuring_your_app_for_media_playback; https://developer.apple.com/videos/play/wwdc2019/707/; https://developer.apple.com/videos/play/wwdc2019/707/; https://developer.apple.com/videos/play/wwdc2019/707/; https://developer.apple.com/videos/play/wwdc2019/707/; https://developer.apple.com/videos/play/wwdc2019/707/; https://developer.apple.com/videos/play/wwdc2019/707/; https://developer.apple.com/videos/play/wwdc2019/707/; https://developer.apple.com/videos/play/wwdc2019/707/; https://developer.apple.com/videos/play/wwdc2019/707/;

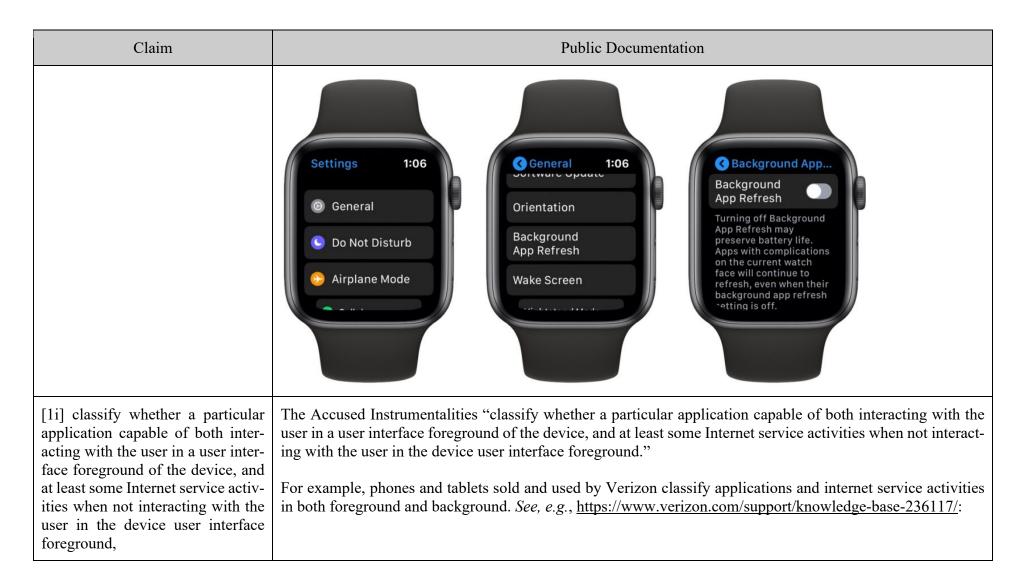
Claim	Public Documentation
	Factors affecting your runtime
	Critically low battery Background App Refresh switch Airplane mode
	Low Power Mode Ongoing iCloud restore Settings Display on/off state
	Device temperature System budgets Process contention App usage
	App switcher Rate limiting Camera in-use Device lock state

### Case 2:23-cv-00352-JRG-RSP Document 51-3 Filed 12/05/23 Page 82 of 180 PageID #: 781





### Case 2:23-cv-00352-JRG-RSP Document 51-3 Filed 12/05/23 Page 84 of 180 PageID #: 783



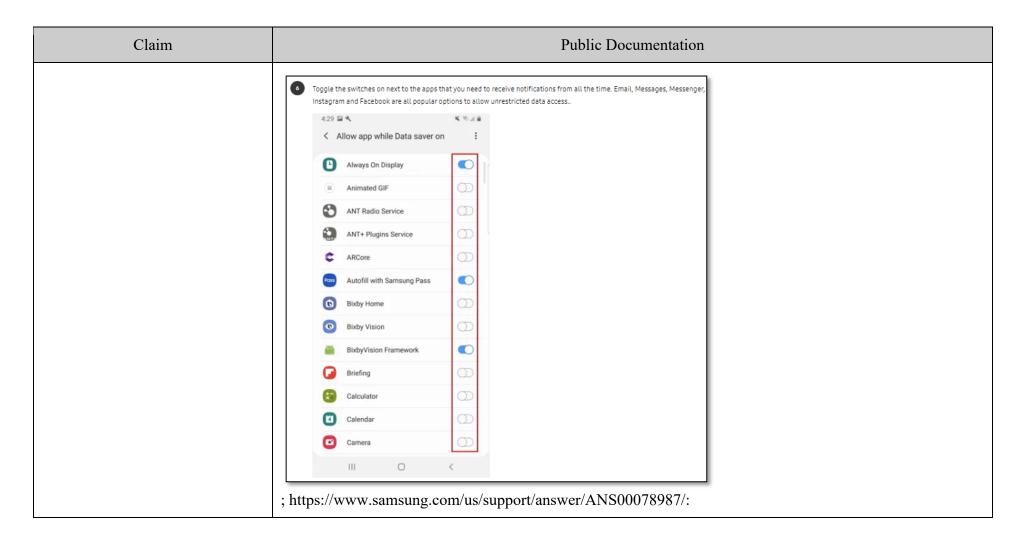
Claim	Public Documentation
	Samsung Galaxy S21 5G / Galaxy S21 Ultra 5G - Manage Data Usage
	<ul> <li>NOTE</li> <li>Data usage info provided by the device may differ from actual usage. For data usage info provided by Verizon, refer to the My Verizon website.</li> <li>□ For a better understanding of how data is used, check out this video.</li> <li>To control data usage on your account, refer to Verizon Smart Family.</li> </ul>
	<ol> <li>From a Home screen, swipe up from the center of the display to access the apps screen.         → These instructions only apply to <u>Standard mode</u> and the default <u>Home screen layout</u>.</li> <li>Navigate: <u>Settings</u></li></ol>
	b. Tap the Data saver switch to turn on or off o.  ⇒ Data saver must be turned off to use Mobile Hotspot.  ; <a href="https://www.samsung.com/us/support/answer/ANS00079018/">https://www.samsung.com/us/support/answer/ANS00079018/</a> :

Claim		Public Documentation
	<ol> <li>Navigate to and open Settings, and then tap Connections.</li> <li>Tap Data usage, tap Data saver, and then tap the switch next to Turn on now.</li> <li>If there are still some apps you'd like to run in the background, you can set them as exceptions. Tap Allowed to use data while Data saver is on at the bottom of the screen.</li> <li>Tap More options (the three vertical dots) and choose Show system apps or Show allowed apps first to narrow down the list.</li> <li>Finally, tap the switch(es) next to your desired app(s).</li> </ol>	ata in the background. So rest assured, you're not wasting any precious  Android Auto Android Setup Angry Birds  ort/mobile-devices/android-pie-what-is-the-data-saver-feature/:

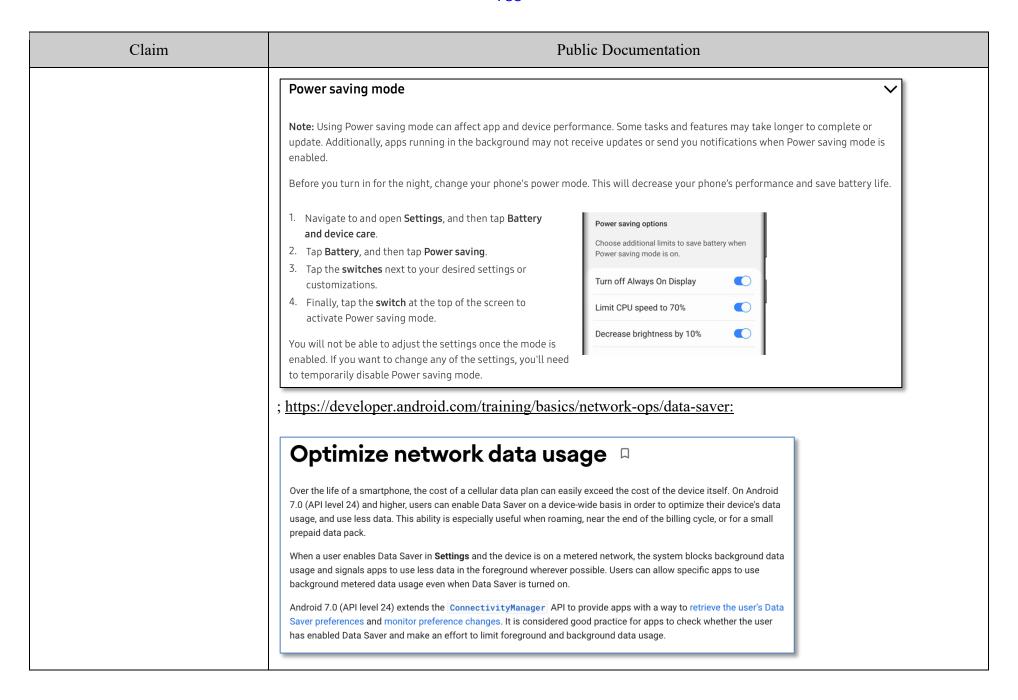
### Case 2:23-cv-00352-JRG-RSP Document 51-3 Filed 12/05/23 Page 87 of 180 PageID #: 786



### Case 2:23-cv-00352-JRG-RSP Document 51-3 Filed 12/05/23 Page 88 of 180 PageID #: 787

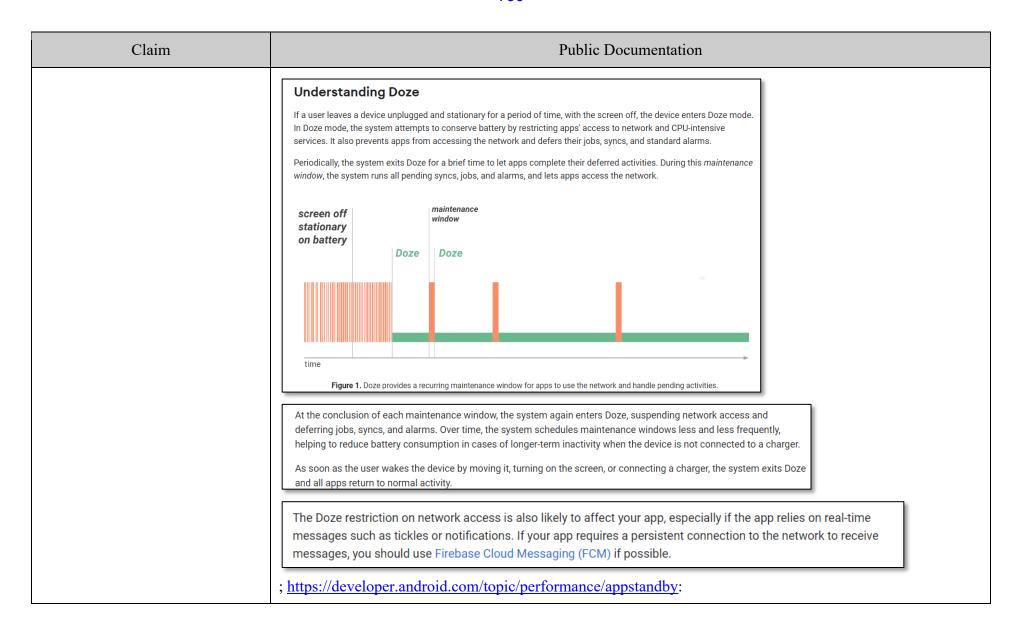


### Case 2:23-cv-00352-JRG-RSP Document 51-3 Filed 12/05/23 Page 89 of 180 PageID #: 788



Check data saver preferences  On Android 70 (API level 24) and higher, apps can use the Connectivityflanager API to determine what data usage restrictions are being applied. The getRestrictBackgroundStatus() method returns one of the following values:  RESTRICT_BACKGROUND_STATUS_DISARLED  Data Saver is disabled.  RESTRICT_BACKGROUND_STATUS_ENABLED  The user has enabled Data Saver for this app. Apps should make an effort to limit data usage in the foreground and upscefully handle restrictions to background data usage.  RESTRICT_BACKGROUND_STATUS_ENABLED  The user has enabled Data Saver for this app. Apps should make an effort to limit data usage in the foreground and usage whenever the device is connected to a metered network, even if Data Saver is disabled or the app is allowed to bypass it. The following pample code uses Connectivityflanager_isActiveNetwerMetered() and Connectivityflanager.getRestrictBackgroundStatus() to determine how much data the app should use:  https://developer.android.com/training/monitoring-device_state/doze-standby:  Optimize for Doze and App Standby  Starting from Android 6.0 (API level 23), Android introduces two power-saving features that extend battery life for users by managing how apps behave when a device is not connected to a power source. Doze reduces battery consumption by deferring background CPU and network activity for apps when the device is unused for long periods of time. App Standby defers background network activity for apps when the device is unused for long periods of time. App Standby defers background network activity for apps when the device is unused for long periods of time. App Standby defers background network activity for apps when the device is unused for long periods of time. App Standby defers background network activity for apps with which the user has not recently interacted.  While the device is in Doze, apps' access to certain battery-intensive resources is deferred until maintenance windows. The specific ally targeting API level 23. To ensure the be	Claim	Public Documentation	
restrictions are being applied. The <code>getRestrictBackgroundStatus()</code> method returns one of the following values:  RESTRICT_BACKGROUNG_STATUS_DISABLED  Data Saver is disabled.  RESTRICT_BACKGROUNG_STATUS_ENABLED  The user has enabled Data Saver for this app. Apps should make an effort to limit data usage in the foreground and gracefully handle restrictions to background data usage.  RESTRICT_BACKGROUNG_STATUS_MILITELISTED  The user has enabled Data Saver but the app is allowed to bypass it. Apps should still make an effort to limit foreground and background data usage.  Limit data usage whenever the device is connected to a metered network, even if Data Saver is disabled or the app is allowed to bypass it. The following sample code uses <code>ConnectivityManager.isactiveMetworkMettered()</code> and <code>ConnectivityManager.getRestrictBackgroundStatus()</code> to determine how much data the app should use:  Inttps://developer.android.com/training/monitoring-device-state/doze-standby:  Optimize for Doze and App Standby  Starting from Android 6.0 (API level 23), Android introduces two power-saving features that extend battery life for users by managing how apps behave when a device is not connected to a power source. Doze reduces battery consumption by deferring background CPU and network activity for apps when the device is unused for long periods of time. App Standby defers background network activity for apps with which the user has not recently interacted.  While the device is in Doze, apps' access to certain battery-intensive resources is deferred until maintenance windows. The specific restrictions are listed in Power Management Restrictions.  Doze and App Standby manage the behavior of all apps running on Android 6.0 or higher, regardless whether they are specifically targeting API level 23. To ensure the best experience for users, test your app in Doze and App Standby		Check data saver preferences	
Data Saver is disabled.    RESTRICT_BACKGROUND_STATUS_ENABLED			
RESTRICT_BACKGROUND_STATUS_ENABLED  The user has enabled Data Saver for this app. Apps should make an effort to limit data usage in the foreground and gracefully handle restrictions to background data usage.  RESTRICT_BACKGROUND_STATUS_WITTELISTED  The user has enabled Data Saver but the app is allowed to bypass it. Apps should still make an effort to limit foreground and background data usage.  Limit data usage whenever the device is connected to a metered network, even if Data Saver is disabled or the app is allowed to bypass it. The following sample code uses ConnectivityManager_isactiveNetworkMetered() and ConnectivityManager_getRestrictBackgroundStatus() to determine how much data the app should use:  ; https://developer.android.com/training/monitoring-device-state/doze-standby;  Coptimize for Doze and App Standby  Starting from Android 6.0 (API level 23), Android introduces two power-saving features that extend battery life for users by managing how apps behave when a device is not connected to a power source. Doze reduces battery consumption by deferring background CPU and network activity for apps when the device is unused for long periods of time. App Standby defers background network activity for apps with which the user has not recently interacted.  While the device is in Doze, apps' access to certain battery-intensive resources is deferred until maintenance windows. The specific restrictions are listed in Power Management Restrictions.  Doze and App Standby manage the behavior of all apps running on Android 6.0 or higher, regardless whether they are specifically targeting API level 23. To ensure the best experience for users, test your app in Doze and App Standby		RESTRICT_BACKGROUND_STATUS_DISABLED	
The user has enabled Data Saver for this app. Apps should make an effort to limit data usage in the foreground and gracefully handle restrictions to background data usage.  RESTRICT_BACKGROUND_STATUS_WHITELISTED  The user has enabled Data Saver but the app is allowed to bypass it. Apps should still make an effort to limit foreground and background data usage.  Limit data usage whenever the device is connected to a metered network, even if Data Saver is disabled or the app is allowed to bypass it. The following sample code uses: ConnectivityManager_isActiveNetworkMetered() and ConnectivityManager_getRestrictBackgroundStatus() to determine how much data the app should use:  ; https://developer_android.com/training/monitoring-device-state/doze-standby:  Optimize for Doze and App Standby  Starting from Android 6.0 (API level 23), Android introduces two power-saving features that extend battery life for users by managing how apps behave when a device is not connected to a power source. Doze reduces battery consumption by deferring background CPU and network activity for apps when the device is unused for long periods of time. App Standby defers background network activity for apps with which the user has not recently interacted.  While the device is in Doze, apps' access to certain battery-intensive resources is deferred until maintenance windows. The specific restrictions are listed in Power Management Restrictions.  Doze and App Standby manage the behavior of all apps running on Android 6.0 or higher, regardless whether they are specifically targeting API level 23. To ensure the best experience for users, test your app in Doze and App Standby		Data Saver is disabled.	
and gracefully handle restrictions to background data usage.  RESTRICT_BACKGROUND_STATUS_WHITELISTED  The user has enabled Data Saver but the app is allowed to bypass it. Apps should still make an effort to limit foreground and background data usage.  Limit data usage whenever the device is connected to a metered network, even if Data Saver is disabled or the app is allowed to bypass it. The following sample code uses *ConnectivityManager.isActiveNetworkNetered()* and *ConnectivityManager.getRestrictBackgroundStatus()* to determine how much data the app should use:  ; https://developer.android.com/training/monitoring_device_state/doze_standby:  Optimize for Doze and App Standby  Starting from Android 6.0 (API level 23), Android introduces two power-saving features that extend battery life for users by managing how apps behave when a device is not connected to a power source. *Doze reduces battery consumption by deferring background CPU and network activity for apps when the device is unused for long periods of time. *App Standby defers background network activity for apps with which the user has not recently interacted.  While the device is in Doze, apps' access to certain battery-intensive resources is deferred until maintenance windows. The specific restrictions are listed in Power Management Restrictions.  Doze and App Standby manage the behavior of all apps running on Android 6.0 or higher, regardless whether they are specifically targeting API level 23. To ensure the best experience for users, test your app in Doze and App Standby		RESTRICT_BACKGROUND_STATUS_ENABLED	
The user has enabled Data Saver but the app is allowed to bypass it. Apps should still make an effort to limit foreground and background data usage.  Limit data usage whenever the device is connected to a metered network, even if Data Saver is disabled or the app is allowed to bypass it. The following sample code uses ConnectivityManager.isActiveNetworkMetered() and ConnectivityManager.getRestrictBackgroundStatus() to determine how much data the app should use:  ; https://developer.android.com/training/monitoring-device-state/doze-standby:  Optimize for Doze and App Standby  Starting from Android 6.0 (API level 23), Android introduces two power-saving features that extend battery life for users by managing how apps behave when a device is not connected to a power source. Doze reduces battery consumption by deferring background CPU and network activity for apps when the device is unused for long periods of time. App Standby defers background network activity for apps with which the user has not recently interacted.  While the device is in Doze, apps' access to certain battery-intensive resources is deferred until maintenance windows. The specific restrictions are listed in Power Management Restrictions.  Doze and App Standby manage the behavior of all apps running on Android 6.0 or higher, regardless whether they are specifically targeting API level 23. To ensure the best experience for users, test your app in Doze and App Standby			
Imit data usage whenever the device is connected to a metered network, even if Data Saver is disabled or the app is allowed to bypass it. The following sample code uses ConnectivityManager.isactiveNetworkNetered() and ConnectivityManager.getRestrictBackgroundStatus() to determine how much data the app should use:  ; <a href="https://developer.android.com/training/monitoring-device-state/doze-standby">https://developer.android.com/training/monitoring-device-state/doze-standby</a> Starting from Android 6.0 (API level 23), Android introduces two power-saving features that extend battery life for users by managing how apps behave when a device is not connected to a power source. Doze reduces battery consumption by deferring background CPU and network activity for apps when the device is unused for long periods of time. App Standby defers background network activity for apps with which the user has not recently interacted.  While the device is in Doze, apps' access to certain battery-intensive resources is deferred until maintenance windows. The specific restrictions are listed in Power Management Restrictions.  Doze and App Standby manage the behavior of all apps running on Android 6.0 or higher, regardless whether they are specifically targeting API level 23. To ensure the best experience for users, test your app in Doze and App Standby		RESTRICT_BACKGROUND_STATUS_WHITELISTED	
allowed to bypass it. The following sample code uses ConnectivityManager.isActiveNetworkMetered() and ConnectivityManager.getRestrictBackgroundStatus() to determine how much data the app should use:  ; https://developer.android.com/training/monitoring-device-state/doze-standby:  Optimize for Doze and App Standby  Starting from Android 6.0 (API level 23), Android introduces two power-saving features that extend battery life for users by managing how apps behave when a device is not connected to a power source. Doze reduces battery consumption by deferring background CPU and network activity for apps when the device is unused for long periods of time. App Standby defers background network activity for apps with which the user has not recently interacted.  While the device is in Doze, apps' access to certain battery-intensive resources is deferred until maintenance windows. The specific restrictions are listed in Power Management Restrictions.  Doze and App Standby manage the behavior of all apps running on Android 6.0 or higher, regardless whether they are specifically targeting API level 23. To ensure the best experience for users, test your app in Doze and App Standby			
Optimize for Doze and App Standby  Starting from Android 6.0 (API level 23), Android introduces two power-saving features that extend battery life for users by managing how apps behave when a device is not connected to a power source. Doze reduces battery consumption by deferring background CPU and network activity for apps when the device is unused for long periods of time. App Standby defers background network activity for apps with which the user has not recently interacted.  While the device is in Doze, apps' access to certain battery-intensive resources is deferred until maintenance windows. The specific restrictions are listed in Power Management Restrictions.  Doze and App Standby manage the behavior of all apps running on Android 6.0 or higher, regardless whether they are specifically targeting API level 23. To ensure the best experience for users, test your app in Doze and App Standby		allowed to bypass it. The following sample code uses ConnectivityManager.isActiveNetworkMetered() and	
Starting from Android 6.0 (API level 23), Android introduces two power-saving features that extend battery life for users by managing how apps behave when a device is not connected to a power source. <i>Doze</i> reduces battery consumption by deferring background CPU and network activity for apps when the device is unused for long periods of time. <i>App Standby</i> defers background network activity for apps with which the user has not recently interacted.  While the device is in Doze, apps' access to certain battery-intensive resources is deferred until maintenance windows. The specific restrictions are listed in Power Management Restrictions.  Doze and App Standby manage the behavior of all apps running on Android 6.0 or higher, regardless whether they are specifically targeting API level 23. To ensure the best experience for users, test your app in Doze and App Standby		; https://developer.android.com/training/monitoring-device-state/doze-standby:	
by managing how apps behave when a device is not connected to a power source. Doze reduces battery consumption by deferring background CPU and network activity for apps when the device is unused for long periods of time. App Standby defers background network activity for apps with which the user has not recently interacted.  While the device is in Doze, apps' access to certain battery-intensive resources is deferred until maintenance windows. The specific restrictions are listed in Power Management Restrictions.  Doze and App Standby manage the behavior of all apps running on Android 6.0 or higher, regardless whether they are specifically targeting API level 23. To ensure the best experience for users, test your app in Doze and App Standby		Optimize for Doze and App Standby	
defers background network activity for apps with which the user has not recently interacted.  While the device is in Doze, apps' access to certain battery-intensive resources is deferred until maintenance windows. The specific restrictions are listed in Power Management Restrictions.  Doze and App Standby manage the behavior of all apps running on Android 6.0 or higher, regardless whether they are specifically targeting API level 23. To ensure the best experience for users, test your app in Doze and App Standby		by managing how apps behave when a device is not connected to a power source. Doze reduces battery consumption by	
The specific restrictions are listed in Power Management Restrictions.  Doze and App Standby manage the behavior of all apps running on Android 6.0 or higher, regardless whether they are specifically targeting API level 23. To ensure the best experience for users, test your app in Doze and App Standby			
The specific restrictions are listed in Power Management Restrictions.  Doze and App Standby manage the behavior of all apps running on Android 6.0 or higher, regardless whether they are specifically targeting API level 23. To ensure the best experience for users, test your app in Doze and App Standby		While the device is in Doze, apps' access to certain battery-intensive resources is deferred until maintenance windows.	
specifically targeting API level 23. To ensure the best experience for users, test your app in Doze and App Standby			
		Doze and App Standby manage the behavior of all apps running on Android 6.0 or higher, regardless whether they are	
		specifically targeting API level 23. To ensure the best experience for users, test your app in Doze and App Standby	

### Case 2:23-cv-00352-JRG-RSP Document 51-3 Filed 12/05/23 Page 91 of 180 PageID #: 790



### App Standby Buckets

Android 9 (API level 28) and higher support **App Standby Buckets**. App Standby Buckets help the system prioritize apps' requests for resources based on how recently and how frequently the apps are used. Based on app usage patterns, each app is placed in one of five priority **buckets**. The system limits the device resources available to each app based on which bucket the app is in.

#### **Priority buckets**

The system dynamically assigns each app to a priority bucket, reassigning the apps as needed. The system may rely on a preloaded app that uses machine learning to determine how likely each app is to be used, and assigns apps to the appropriate buckets. If the system app is not present on a device, the system defaults to sorting apps based on how recently they were used. More active apps are assigned to buckets that give the apps higher priority, making more system resources available to the app. In particular, the bucket determines how frequently the app's jobs run, and how often the app can trigger alarms. These restrictions apply only while the device is on battery power; the system does not impose these restrictions on apps while the device is charging.



**Note:** Every manufacturer can set their own criteria for how non-active apps are assigned to buckets. You should not try to influence which bucket your app is assigned to. Instead, focus on making sure your app behaves well in whatever bucket it might be in. Your app can find out what bucket it's currently in by calling <a href="UsageStatsManager.getAppStandbyBucket(">UsageStatsManager.getAppStandbyBucket()</a>.

#### The buckets are:

- 1. Active: App is currently being used or was very recently used.
- Working set: App is in regular use.
- 3. Frequent: App is often used, but not every day.
- 4. Rare: App is not frequently used.
- 5. Restricted: App consumes a great deal of system resources, or may exhibit undesirable behavior.

In addition, there's a special **never** bucket for apps that have been installed but have never been run. The system imposes severe restrictions on these apps.

Claim	Public Documentation
	; https://developer.android.com/topic/performance/power/power-details; https://developer.android.com/topic/performance/background-optimization; https://developer.android.com/reference/android/app/job/JobScheduler; https://developer.android.com/guide/background/persistent; https://developer.android.com/guide/components/activities/process-lifecycle:
	A foreground process is one that is required for what the user is currently doing. Various application components can cause its containing process to be considered foreground in different ways. A process is considered to be in the foreground if any of the following conditions hold:
	It is running an Activity at the top of the screen that the user is interacting with (its onResume()) method has been called).
	• It has a BroadcastReceiver that is currently running (its  BroadcastReceiver.onReceive() method is executing).
	• It has a Service that is currently executing code in one of its callbacks  (Service.onCreate(), Service.onStart(), or Service.onDestroy()).
	There will only ever be a few such processes in the system, and these will only be killed as a last resort if memory is so low that not even these processes can continue to run. Generally, at this point, the device has reached a memory paging state, so this action is required in order to keep the user interface responsive.
	; https://developer.android.com/guide/background:

Claim	Public Documentation
	Definition of background work
	An app is running in the <i>background</i> when both the following conditions are satisfied:
	None of the app's activities are currently visible to the user.
	The app isn't running any foreground services that started while an activity from the app was visible to the user.
	Otherwise, the app is running in the foreground.
	; https://developer.android.com/guide/components/services;

#### **Types of Services**

These are the three different types of services:

#### Foreground

A foreground service performs some operation that is noticeable to the user. For example, an audio app would use a foreground service to play an audio track. Foreground services must display a Notification. Foreground services continue running even when the user isn't interacting with the app.

When you use a foreground service, you must display a notification so that users are actively aware that the service is running. This notification cannot be dismissed unless the service is either stopped or removed from the foreground.

Learn more about how to configure foreground services in your app.



Note: The WorkManager API offers a flexible way of scheduling tasks, and is able to run these jobs as foreground services if needed. In many cases, using WorkManager is preferable to using foreground services directly.

#### **Background**

A background service performs an operation that isn't directly noticed by the user. For example, if an app used a service to compact its storage, that would usually be a background service.

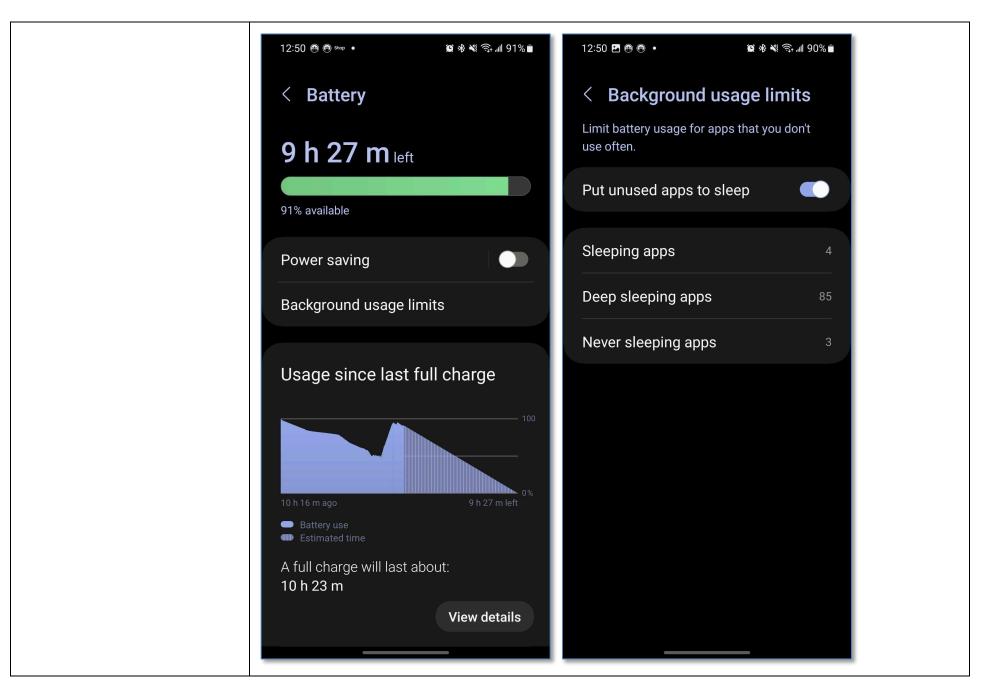


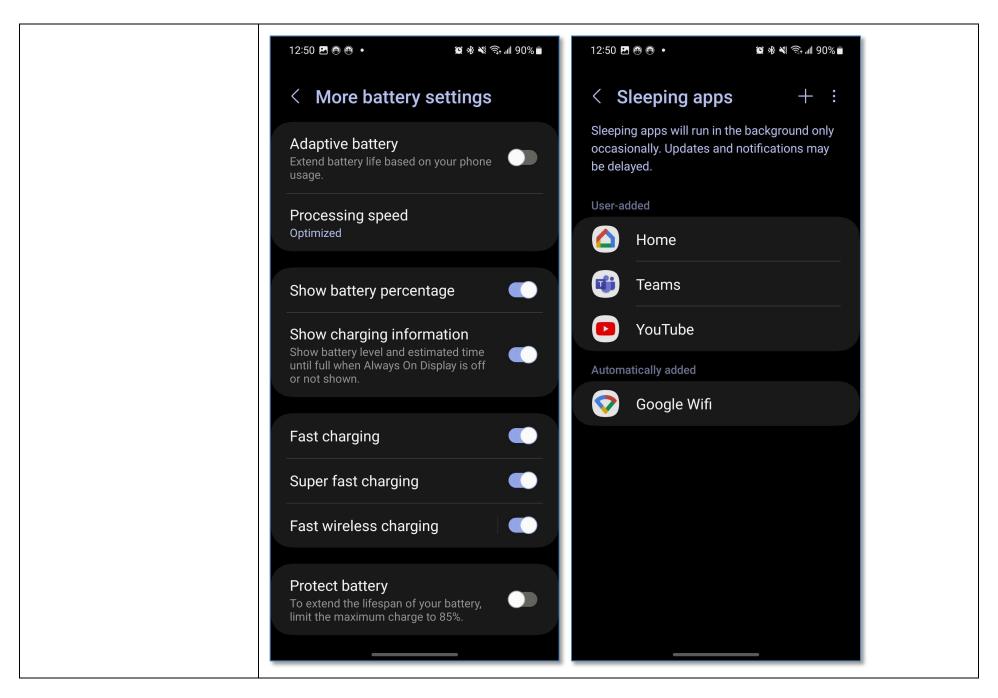
Note: If your app targets API level 26 or higher, the system imposes restrictions on running background services when the app itself isn't in the foreground. In most situations, for example, you shouldn't access location information from the background. Instead, schedule tasks using WorkManager.

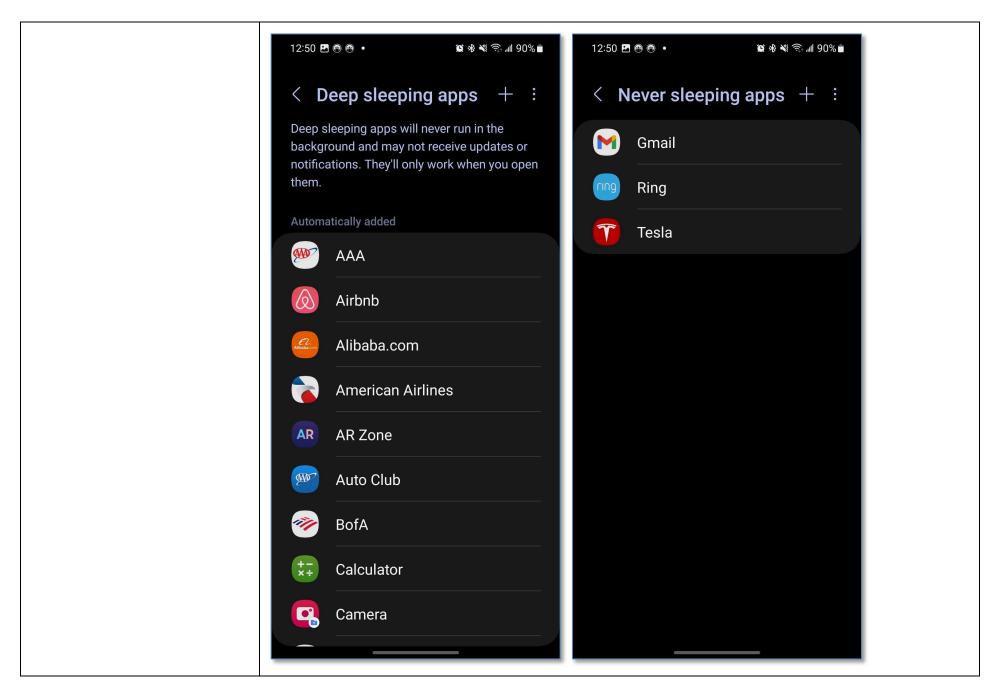
#### Bound

A service is bound when an application component binds to it by calling bindService(). A bound service offers a client-server interface that allows components to interact with the service, send requests, receive results, and even do so across processes with interprocess communication (IPC). A bound service runs only as long as another application component is bound to it. Multiple components can bind to the service at once, but when all of them unbind, the service is destroyed.

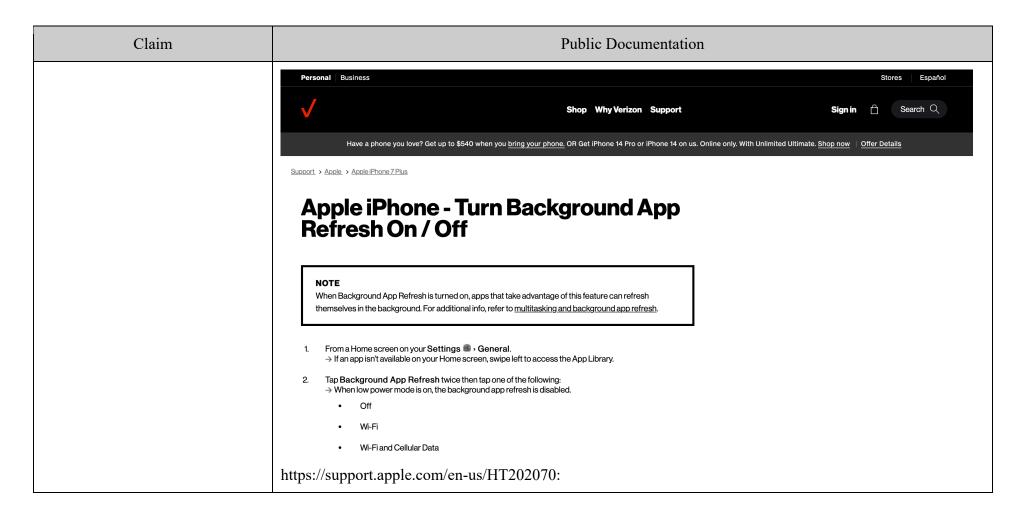
	Claim Public Documentation	Claim
<u>vcle</u> :	; https://developer.android.com/guide/components/activities/activity-lifecycle:	
	Activity-lifecycle concepts	
	To navigate transitions between stages of the activity lifecycle, the Activity class provides a core set onCreate(), onStart(), onResume(), onPause(), onStop(), and onDestroy(). The system in these callbacks as the activity enters a new state.	
	Figure 1 presents a visual representation of this paradigm.	
onRestart()	As the user begins to leave the activity, the system calls methods to dismantle the activity. In some cases, the activity is only partially dismantled and still resides in memory, such as when the user switches to another app.  In these cases, the activity can still come back to the foreground.	
omes	If the user returns to the activity, it resumes from where the user left off. With a few exceptions, apps are restricted from starting activities when running in the background.  User navigates to the activity  App process killed  Another activity comes into the foreground	
to the activity	The system's likelihood of killing a given process, along with the activities in it, depends on the state of the	
User navigates to the activity	activity at the time. For more information on the relationship between state and vulnerability to ejection, see the section about activity state and ejection from memory.  The activity is no longer visible no longer visible  onStop0  The activity is finishing or being destroyed by the system	
	Depending on the complexity of your activity, you probably don't need to implement all the lifecycle methods. However, it's important that you understand each one and implement those that make your app behave the way users expect.  Figure 1. A simplified illustration of the activity	
s sole User navig to the act with the act of the activity lifecycle.	with the activities in it, depends on the state of the activity at the time. For more information on the relationship between state and vulnerability to ejection, see the section about activity state and ejection from memory.  Depending on the complexity of your activity, you probably don't need to implement all the lifecycle methods. However, it's important that you understand each one and implement those that make your app	







Claim	Public Documentation	
	See also, e.g., <a href="https://www.verizon.com/support/data-usage-faqs/">https://www.verizon.com/support/data-usage-faqs/</a> :	
	What is indirect or background data usage?	^
	Indirect data usage occurs in the background, during tasks performed automatically by your device. Some examples of indirect data usage are:	
	Automatic backups of pictures or videos	
	Software updates	
	App content refreshes	
	Syncing and location services	
	Note: You can adjust these functions in your device Settings.	
	; https://www.verizon.com/support/knowledge-base-207174/:	



Claim	Public Documentation
	Use Background App Refresh  After you switch to a different app, some apps run for a short period of time before they're set to a suspended state. Apps that are in a suspended state aren't actively in use, open, or taking up system resources. With Background App Refresh, suspended apps can check for updates and new content.  If you want suspended apps to check for new content, go to Settings > General > Background App Refresh and turn on Background App Refresh. If you quit an app from the app switcher, it might not be able to run or check for new content before you open it again.  9:41  Back Background App Refresh  Allow apps to refresh their content when no Ni-Fi or cellular in the background. Turning off apps may help preserve batery life.  Background App Refresh  Allow apps to refresh their content when no Ni-Fi or cellular in the background. Turning off apps may help preserve batery life.  Back Background App Refresh  Allow apps to refresh their content when no Ni-Fi or cellular in the background. Turning off apps may help preserve batery life.  Back Background App Refresh  Allow apps to refresh their content when no Ni-Fi or cellular in the background. Turning off apps may help preserve batery life.  Back Background App Refresh  Allow apps to refresh their content when no Ni-Fi or cellular in the background. Turning off apps may help preserve batery life.  Back Background App Refresh  Allow apps to refresh their content when no Ni-Fi or cellular in the background. Turning off apps may help preserve batery life.  Back Background App Refresh  Background App Refresh  Allow apps to refresh their content when no Ni-Fi or cellular in the background. Turning off apps may help preserve batery life.  Background App Refresh  Background App Refresh  Allow apps to refresh their content when no Ni-Fi or cellular in the background. Turning off apps may help preserve batery life.  Back Background App Refresh  Background App Refresh  No Ni-Fi or Cellular in the background. Turning off apps may help preserve batery life.
	https://support.apple.com/en-us/HT205234:

# Use Low Power Mode to save battery life on your iPhone or iPad

Low Power Mode reduces the amount of power that your iPhone or iPad uses when the battery gets low.

To turn Low Power Mode on or off, go to Settings > Battery. You can also turn Low Power Mode on and off from Control Center. Go to Settings > Control Center > Customize Controls, then select Low Power Mode to add it to Control Center.

When Low Power Mode is on, your iPhone or iPad will last longer before you need to charge it, but some features might take longer to update or complete. Also, some tasks might not work until you turn off Low Power Mode, or until you charge your iPhone or iPad to 80% or higher.

Low Power Mode reduces or affects these features:

- 5G (except for video streaming) on iPhone 12 and iPhone 13 models<sup>1</sup>
- Auto-Lock (defaults to 30 seconds)
- Display brightness
- Display refresh rate (limited up to 60 Hz) on iPhone and iPad models with ProMotion display<sup>2</sup>
- · Some visual effects
- · iCloud Photos (temporarily paused)
- Automatic downloads
- Email fetch
- · Background app refresh

When Low Power Mode is on, the battery in the status bar will be yellow. You'll see a yellow battery icon and the battery percentage. After you charge your iPhone or iPad to 80% or higher, Low Power Mode automatically turns off.

 If you turn on Low Power Mode, 5G is disabled, except in some cases like video streaming and large downloads on iPhone 12 and iPhone 13 models. With iPhone 12 models, Low Power Mode disables 5G standalone (where available).

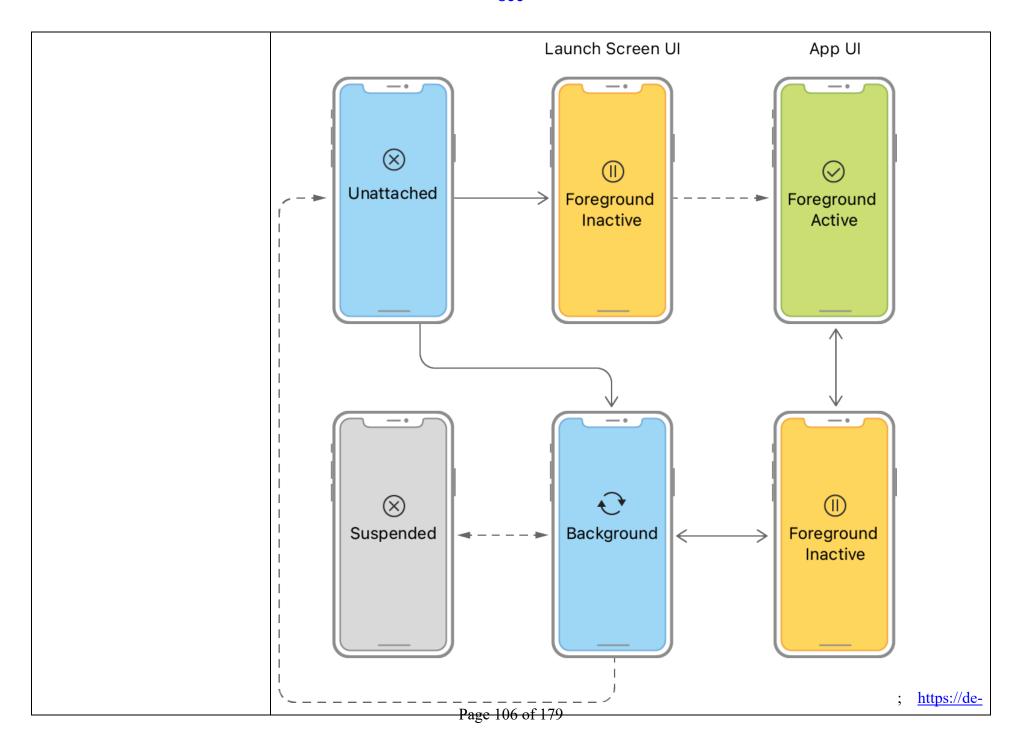


2. These devices have ProMotion display: iPhone 13 Pro and later, iPhone 13 Pro Max and later, iPad Pro 10.5-inch, all iPad Pro 11-inch models, and iPad Pro 12.9-inch (2nd generation) and later.

Claim	Public Documentation
	https://www.apple.com/batteries/maximizing-performance/:
	View Battery Usage information
	With iOS, you can easily manage your device's battery life, because you can see the proportion of your battery used by each app (unless the device is charging). To view your usage, go to Settings > Battery.
	Here are the messages you may see listed below the apps you've been using:  Last 24 Hours Last 10 Days Last Charge Level 2h ago 100%
	Background Activity. This indicates that the battery was used by the app while it was in the background — that is, while you were using another app.
	To improve battery life, you can turn off the feature that allows apps to refresh in the background. Go to Settings > General > Background App Refresh and select Wi-Fi, Wi-Fi & Cellular Data, or Off to turn off Background App Refresh entirely.  ACTIVITY  ACTIVI
	If the Mail app lists Background Activity, you can choose to fetch data manually or increase the fetch interval. Go to Settings > Accounts & Passwords > Fetch New Data.    Screen On 3h 31m 56m     BATTERY USAGE BY APP   SHOW ACTIVITY     Waps 27%     Music     Music     Music     Music     Music     Music     Maps 27%     Music     Music
	; https://developer.apple.com/documentation/uikit/uiapplication/1623003-applicationstate:

Claim	Public Documentation
	Instance Property
	applicationState
	The app's current state, or that of its most active scene.
	(iOS 4.0+) (iPadOS 4.0+) (Mac Catalyst 13.1+) (tvOS 9.0+) (visionOS 1.0+ Beta)
	<pre>var applicationState: UIApplication.State { get }</pre>
	Discussion
	The behavior of this property depends on whether your app is scene-based.
	In a scene-based app, this property takes the value of the most active scene, which it determines from each scene's activationState property. A scene-based app launches in the background state, and transitions between its states as scenes connect, change their states, and disconnect. For scene-based apps, use UISceneDelegate to respond to changes in an individual scene's life cycle.
	In a sceneless app, the property's value is always the app's current state. The app is inactive at launch, and then is generally in either an active or background state. The app may become inactive for a short period — for example, when transitioning between active and background states, when the system presents an alert in front of it, or when the system displays the application switcher. For sceneless apps, use UIApplicationDelegate to respond to the app's life cycle changes.
	; https://developer.apple.com/documentation/uikit/app_and_environment/managing_your_app_s_life_cycle:

Claim	Public Documentation
	Managing Your App's Life Cycle
	Respond to system notifications when your app is in the foreground or background, and handle other significant system-related events.
	Overview  The current state of your app determines what it can and cannot do at any time. For example, a foreground app has the user's attention, so it has priority over system resources, including the CPU. By contrast, a background app must do as little work as possible, and preferably nothing, because it is offscreen. As your app changes from state to state, you must adjust its behavior accordingly.

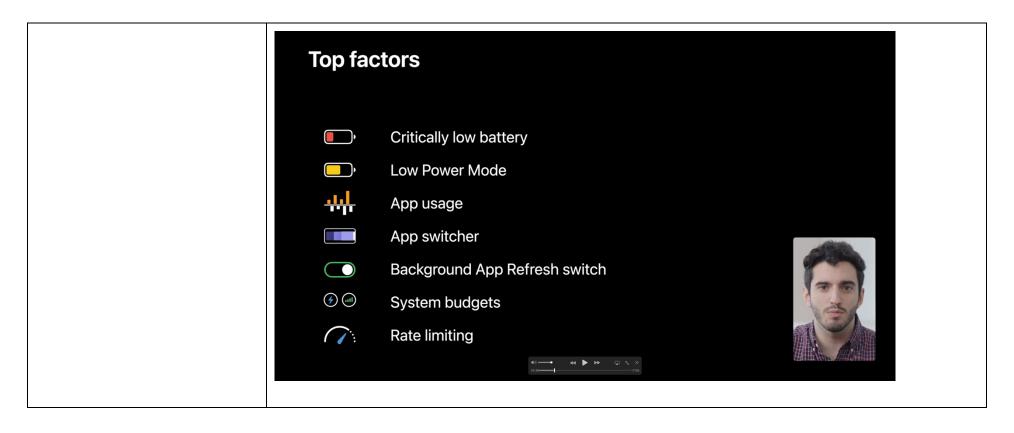


Claim	Public Documentation
	veloper.apple.com/documentation/uikit/windows_and_screens/scenes/preparing_your_ui_to_run_in_the_foreground/:  Preparing Your UI to Run in the Foreground  Configure your app to appear onscreen.
	Overview
	Use foreground transitions to prepare your app's UI to appear onscreen. An app's transition to the foreground is usually in response to a user action. For example, when the user taps the app's icon, the system launches the app and brings it to the foreground. Use a foreground transition to update your app's UI, acquire resources, and start the services you need to handle user requests.

Claim	Public Documentation	
	Configure Your User Interface and Initial Tasks at Activation	
	The system moves your app to the active state immediately before displaying the app's UI. Activation is a good time to configure your app's UI and runtime behavior; specifically:	
	Show your app's windows, if needed.	
	Change the currently visible view controller, if needed.	
	Update the data values and state of views and controls.	
	Display controls to resume a paused game.	
	Start or resume any dispatch queues that you use to execute tasks.	
	Update data source objects.	
	Start timers for periodic tasks.	
	Put your configuration code in one of the following methods:	
	• For a scene-based UI—The sceneDidBecomeActive(_:) method of the appropriate scene delegate object.	
	• For all other apps—The applicationDidBecomeActive(_:) method of your app delegate object.	
	Activation is also the time to put finishing touches on your UI before displaying it to the user. Don't run any code that might block your activation method. Instead, make sure you have everything you need in advance. For example, if your data changes frequently outside of the app, use background tasks to fetch updates from the network before your app returns to the foreground. Otherwise, be prepared to display existing data while you fetch changes asynchronously.  https://de-	
	veloper.apple.com/documentation/uikit/windows_and_screens/scenes/prepar-	
	ing your ui to run in the background/; https://developer.apple.com/documentation/uikit/app and environment/scenes/prepar-	
	ing your ui to run in the background/about the background execution sequence/; https://developer.ap-	
	ple.com/documentation/uikit/app_and_environment/scenes/preparing_your_ui_to_run_in_the_background/ex_tending_your_app_s_background_execution_time/; https://developer.apple.com/documentation/background_tasks/; https://developer.apple.com/documentation/watchkit/background_execution/using_background_tasks/;	
	https://developer.apple.com/documentation/uikit/windows_and_screens/scenes/prepar-	

Claim	Public Documentation
	ing your ui to run in the background/using background tasks to update your app/; https://developer.apple.com/documentation/backgroundtasks/refreshing and maintaining your app using background tasks/; https://developer.apple.com/documentation/backgroundtasks/bgapprefreshtask; https://developer.apple.com/documentation/backgroundtasks/bgapprefreshtask; https://developer.apple.com/documentation/backgroundtasks/bgtask; https://developer.apple.com/documentation/likit/uiapplication/1622976-backgroundfetchintervalminimum/; https://developer.apple.com/documentation/uikit/uiapplication/1622994-backgroundrefreshstatus/; https://developer.apple.com/documentation/uikit/windows_and_screens/scenes/preparing_your_ui_to_run_in_the_foreground/; https://developer.apple.com/documentation/uikit/uiapplication/1623003-applicationstate; https://developer.apple.com/documentation/uikit/uiapplication/url_loading_system; https://developer.apple.com/documentation/uikit/uiapplication/foundation/urlsession; https://developer.apple.com/documentation/avfoundation/avplayer; https://developer.apple.com/documentation/avfoundation/media_playback/configuring_your_app_for_media_playback; https://developer.apple.com/documentation/avfoundation/media_playback/configuring_your_app_for_media_playback; https://developer.apple.com/videos/play/wwdc2020/10063:

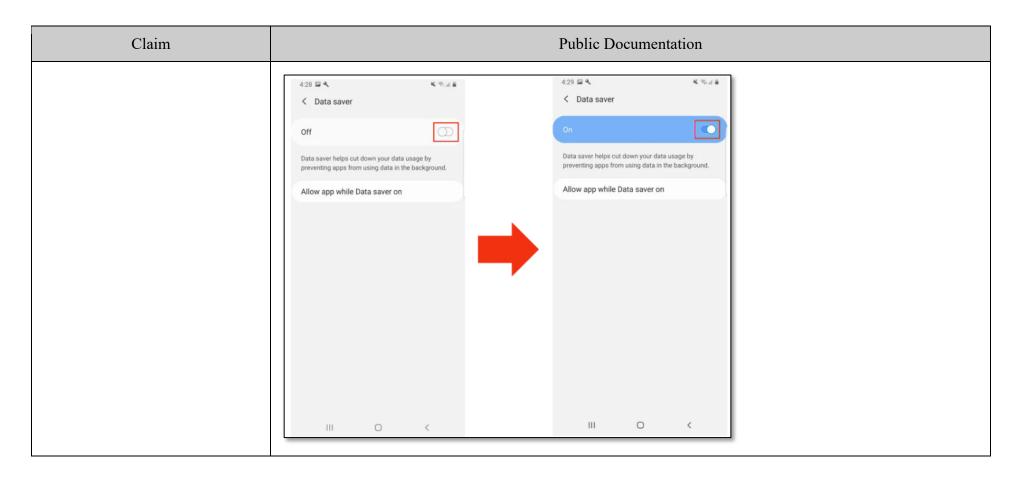
Claim	Public Documentation	
	Factors affecting your runtime	
	Critically low battery Background App Refresh switch Airplane mode	
	Low Power Mode Ongoing iCloud restore Settings Display on/off state	
	Device temperature System budgets Process contention App usage	
	App switcher Rate limiting Camera in-use Device lock state	



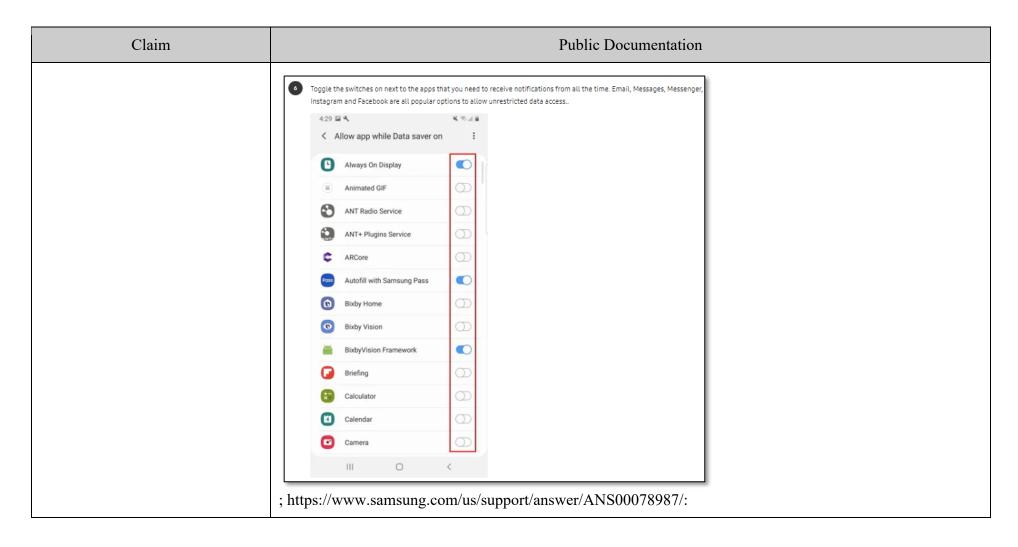
Claim	Public Documentation	
	Settings  1:06  General  Orientation  Background App Refresh  Turning off Background App Refresh may preserve battery life. Apps with complications on the current watch face will continue to refresh, even when their background app refresh **Extended on the current watch face will continue to refresh, even when their background app refresh **Extended on the current watch face will continue to refresh, even when their background app refresh **Extended on the current watch face will continue to refresh, even when their background app refresh **Extended on the current watch face will continue to refresh, even when their background app  Background App Refresh  Turning off Background App Refresh  **Extended on the current watch face will continue to refresh, even when their background app refresh **Extended on the current watch face will continue to refresh, even when their background app refresh **Extended on the current watch face will continue to refresh, even when their background app refresh **Extended on the current watch face will continue to refresh, even when their background app refresh **Extended on the current watch face will continue to refresh and the current watch face will continue to refresh and the current watch face will continue to refresh and the current watch face will continue to refresh and the current watch face will continue to refresh and the current watch face will continue to refresh and the current watch face will continue to refresh and the current watch face will continue to refresh and the current watch face will continue to refresh and the current watch face will continue to refresh and the current watch face will continue to refresh and the current watch face will continue to refresh and the current watch face will continue to refresh and the current watch face will continue to refresh and the current watch face will continue to refresh a	
[1j] is interacting with the user in the device user interface fore- ground, and		
	For example, phones and tablets sold and used by Verizon classify applications and internet service activities in both foreground and background. <i>See, e.g.</i> , <a href="https://www.verizon.com/support/knowledge-base-236117/">https://www.verizon.com/support/knowledge-base-236117/</a> :	

Claim	Public Documentation	
	Samsung Galaxy S21 5G / Galaxy S21 Ultra 5G - Manage Data Usage	
	<ul> <li>NOTE</li> <li>Data usage info provided by the device may differ from actual usage. For data usage info provided by Verizon, refer to the My Verizon website.</li> <li>□ For a better understanding of how data is used, check out this video.</li> <li>To control data usage on your account, refer to Verizon Smart Family.</li> </ul>	
	<ol> <li>From a Home screen, swipe up from the center of the display to access the apps screen.         → These instructions only apply to <u>Standard mode</u> and the default <u>Home screen layout</u>.</li> <li>Navigate:Settings</li></ol>	
	⇒ Data saver must be turned off to use Mobile Hotspot.  ; <a href="https://www.samsung.com/us/support/answer/ANS00079018/">https://www.samsung.com/us/support/answer/ANS00079018/</a> :	

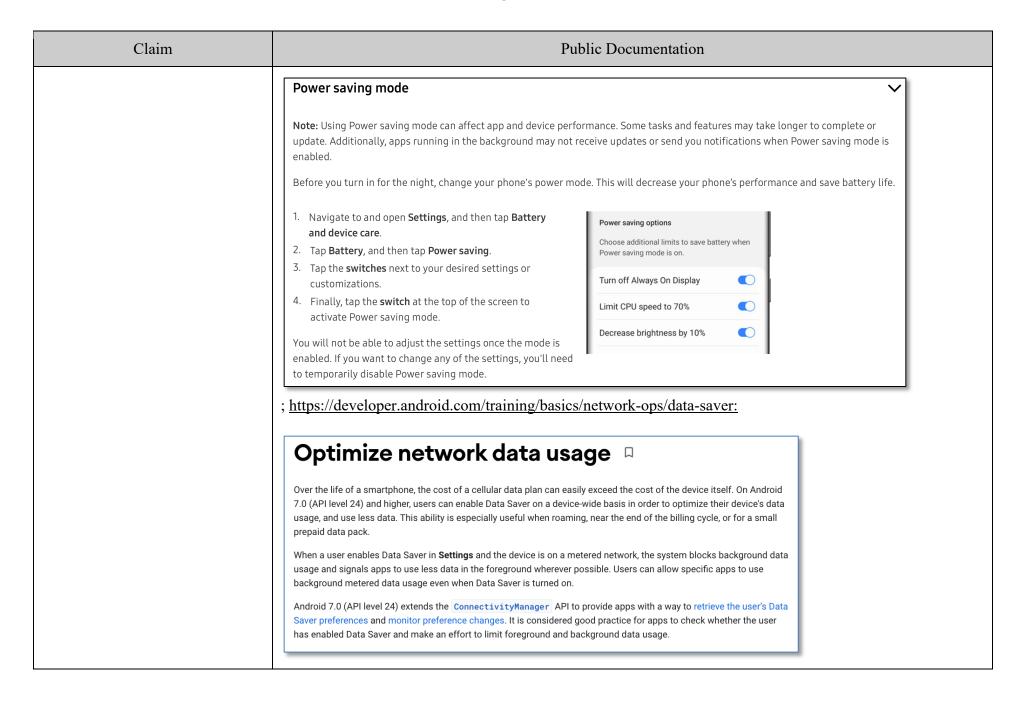
Claim	Public Documentation	
		lata in the background. So rest assured, you're not wasting any precious
	<ol> <li>Navigate to and open Settings, and then tap Connections.</li> <li>Tap Data usage, tap Data saver, and then tap the switch next to Turn on now.</li> <li>If there are still some apps you'd like to run in the background, you can set them as exceptions. Tap Allowed to use data while Data saver is on at the bottom of the screen.</li> <li>Tap More options (the three vertical dots) and choose Show system apps or Show allowed apps first to narrow down the list.</li> <li>Finally, tap the switch(es) next to your desired app(s).</li> <li>https://www.samsung.com/ae/support</li> </ol>	Android Auto Android Setup Angry Birds  Angry Birds  Android-pie-what-is-the-data-saver-feature/:



### Case 2:23-cv-00352-JRG-RSP Document 51-3 Filed 12/05/23 Page 117 of 180 PageID #: 816

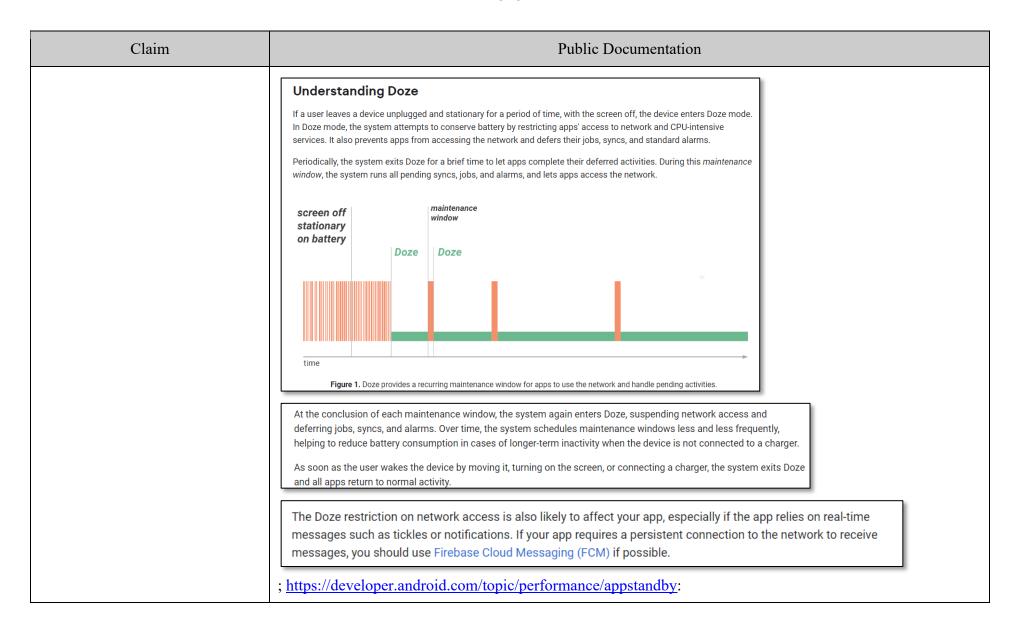


### Case 2:23-cv-00352-JRG-RSP Document 51-3 Filed 12/05/23 Page 118 of 180 PageID #: 817



Claim	Public Documentation	
	Check data saver preferences  On Android 7.0 (API level 24) and higher, apps can use the ConnectivityManager API to determine what data usage restrictions are being applied. The getRestrictBackgroundStatus() method returns one of the following values:  RESTRICT_BACKGROUND_STATUS_DISABLED  Data Saver is disabled.  RESTRICT_BACKGROUND_STATUS_ENABLED  The user has enabled Data Saver for this app. Apps should make an effort to limit data usage in the foreground and gracefully handle restrictions to background data usage.  RESTRICT_BACKGROUND_STATUS_WHITELISTED  The user has enabled Data Saver but the app is allowed to bypass it. Apps should still make an effort to limit foreground and background data usage.  Limit data usage whenever the device is connected to a metered network, even if Data Saver is disabled or the app is allowed to bypass it. The following sample code uses ConnectivityManager.isActiveNetworkMetered() and ConnectivityManager.getRestrictBackgroundStatus() to determine how much data the app should use:  ; https://developer.android.com/training/monitoring-device-state/doze-standby:	
	Optimize for Doze and App Standby  Starting from Android 6.0 (API level 23), Android introduces two power-saving features that extend battery life for users by managing how apps behave when a device is not connected to a power source. Doze reduces battery consumption by deferring background CPU and network activity for apps when the device is unused for long periods of time. App Standby defers background network activity for apps with which the user has not recently interacted.  While the device is in Doze, apps' access to certain battery-intensive resources is deferred until maintenance windows. The specific restrictions are listed in Power Management Restrictions.  Doze and App Standby manage the behavior of all apps running on Android 6.0 or higher, regardless whether they are specifically targeting API level 23. To ensure the best experience for users, test your app in Doze and App Standby modes and make any necessary adjustments to your code. The sections below provide details.	

### Case 2:23-cv-00352-JRG-RSP Document 51-3 Filed 12/05/23 Page 120 of 180 PageID #: 819



### App Standby Buckets --

Android 9 (API level 28) and higher support **App Standby Buckets**. App Standby Buckets help the system prioritize apps' requests for resources based on how recently and how frequently the apps are used. Based on app usage patterns, each app is placed in one of five priority **buckets**. The system limits the device resources available to each app based on which bucket the app is in.

### **Priority buckets**

The system dynamically assigns each app to a priority bucket, reassigning the apps as needed. The system may rely on a preloaded app that uses machine learning to determine how likely each app is to be used, and assigns apps to the appropriate buckets. If the system app is not present on a device, the system defaults to sorting apps based on how recently they were used. More active apps are assigned to buckets that give the apps higher priority, making more system resources available to the app. In particular, the bucket determines how frequently the app's jobs run, and how often the app can trigger alarms. These restrictions apply only while the device is on battery power; the system does not impose these restrictions on apps while the device is charging.



**Note:** Every manufacturer can set their own criteria for how non-active apps are assigned to buckets. You should not try to influence which bucket your app is assigned to. Instead, focus on making sure your app behaves well in whatever bucket it might be in. Your app can find out what bucket it's currently in by calling <a href="UsageStatsManager.getAppStandbyBucket(">UsageStatsManager.getAppStandbyBucket()</a>.

#### The buckets are:

- 1. Active: App is currently being used or was very recently used.
- Working set: App is in regular use.
- 3. Frequent: App is often used, but not every day.
- 4. Rare: App is not frequently used.
- 5. Restricted: App consumes a great deal of system resources, or may exhibit undesirable behavior.

In addition, there's a special **never** bucket for apps that have been installed but have never been run. The system imposes severe restrictions on these apps.

Claim	Public Documentation
	; https://developer.android.com/topic/performance/power/power-details; https://developer.android.com/topic/performance/background-optimization; https://developer.android.com/reference/android/app/job/JobScheduler; https://developer.android.com/guide/background/persistent; https://developer.android.com/guide/components/activities/process-lifecycle:
	A foreground process is one that is required for what the user is currently doing. Various application components can cause its containing process to be considered foreground in different ways. A process is considered to be in the foreground if any of the following conditions hold:
	• It is running an Activity at the top of the screen that the user is interacting with (its onResume()) method has been called).
	• It has a BroadcastReceiver that is currently running (its  BroadcastReceiver.onReceive() method is executing).
	<ul> <li>It has a Service that is currently executing code in one of its callbacks         (Service.onCreate(), Service.onStart(), or Service.onDestroy()).</li> </ul>
	There will only ever be a few such processes in the system, and these will only be killed as a last resort if memory is so low that not even these processes can continue to run. Generally, at this point, the device has reached a memory paging state, so this action is required in order to keep the user interface responsive.
	; https://developer.android.com/guide/background:

Claim	Public Documentation	
	Definition of background work	
	An app is running in the <i>background</i> when both the following conditions are satisfied:	
	None of the app's activities are currently visible to the user.	
	The app isn't running any foreground services that started while an activity from the app was visible to the user.	
	Otherwise, the app is running in the <i>foreground</i> .	
	; <a href="https://developer.android.com/guide/components/services">https://developer.android.com/guide/components/services</a> ;	

### **Types of Services**

These are the three different types of services:

#### Foreground

A foreground service performs some operation that is noticeable to the user. For example, an audio app would use a foreground service to play an audio track. Foreground services must display a Notification. Foreground services continue running even when the user isn't interacting with the app.

When you use a foreground service, you must display a notification so that users are actively aware that the service is running. This notification cannot be dismissed unless the service is either stopped or removed from the foreground.

Learn more about how to configure foreground services in your app.



Note: The WorkManager API offers a flexible way of scheduling tasks, and is able to run these jobs as foreground services if needed. In many cases, using WorkManager is preferable to using foreground services directly.

#### **Background**

A background service performs an operation that isn't directly noticed by the user. For example, if an app used a service to compact its storage, that would usually be a background service.

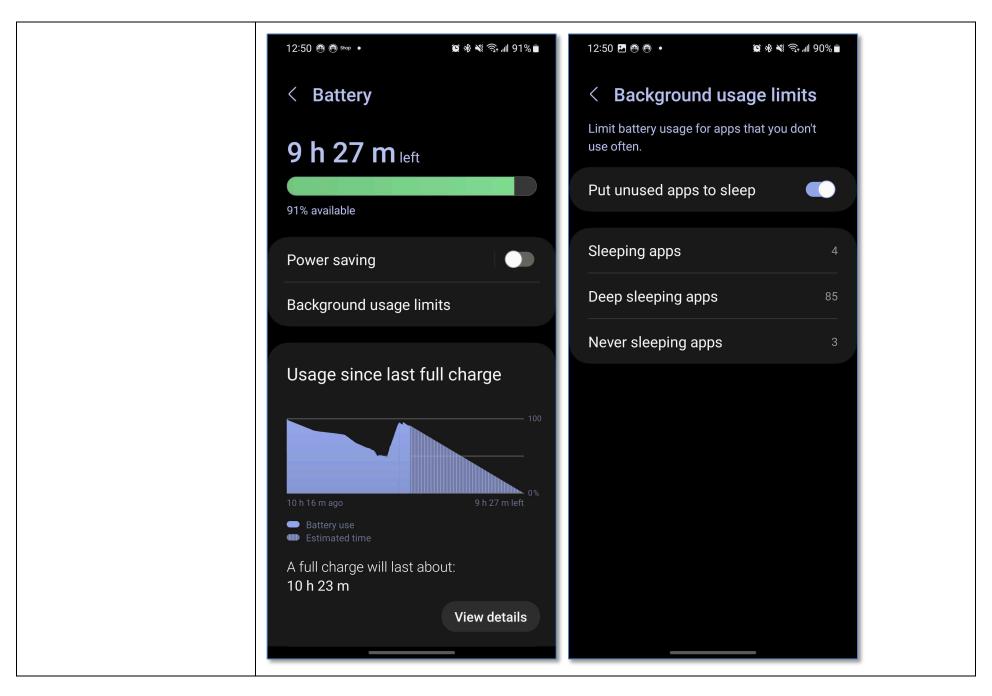


Note: If your app targets API level 26 or higher, the system imposes restrictions on running background services when the app itself isn't in the foreground. In most situations, for example, you shouldn't access location information from the background. Instead, schedule tasks using WorkManager.

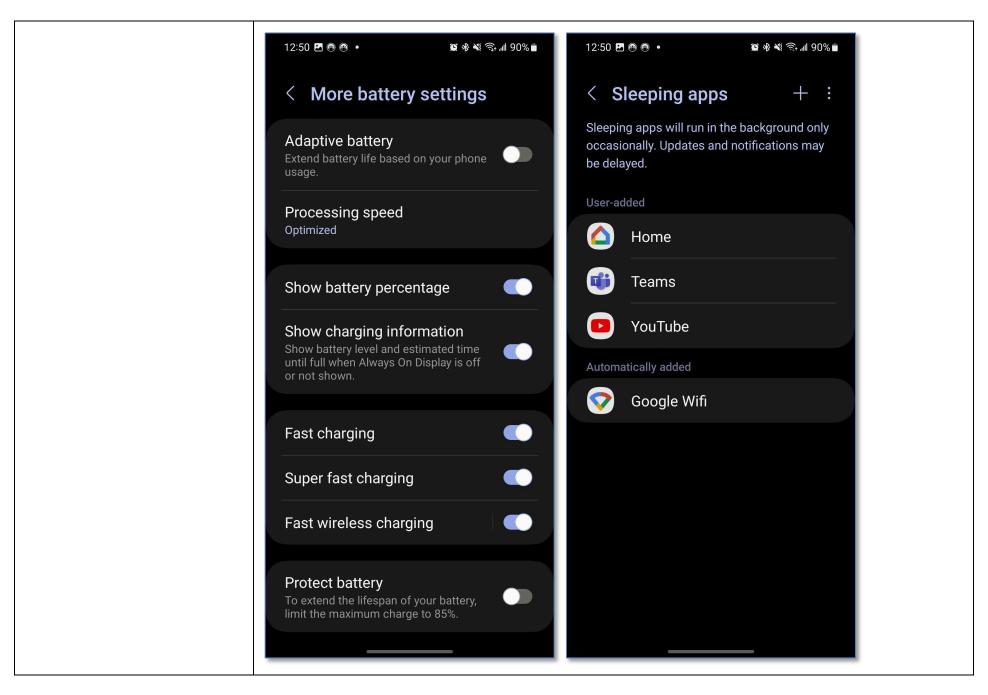
#### Bound

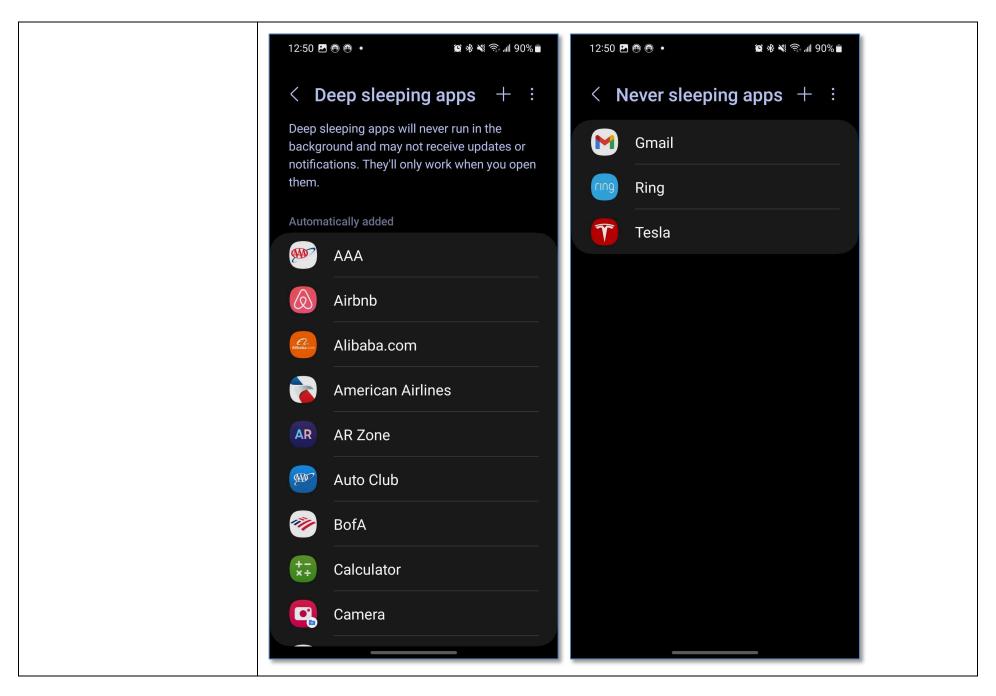
A service is bound when an application component binds to it by calling bindService(). A bound service offers a client-server interface that allows components to interact with the service, send requests, receive results, and even do so across processes with interprocess communication (IPC). A bound service runs only as long as another application component is bound to it. Multiple components can bind to the service at once, but when all of them unbind, the service is destroyed.

Claim	Public Documentation
	; https://developer.android.com/guide/components/activities/intro-activities; <i>see also</i> the exemplary screenshots below:



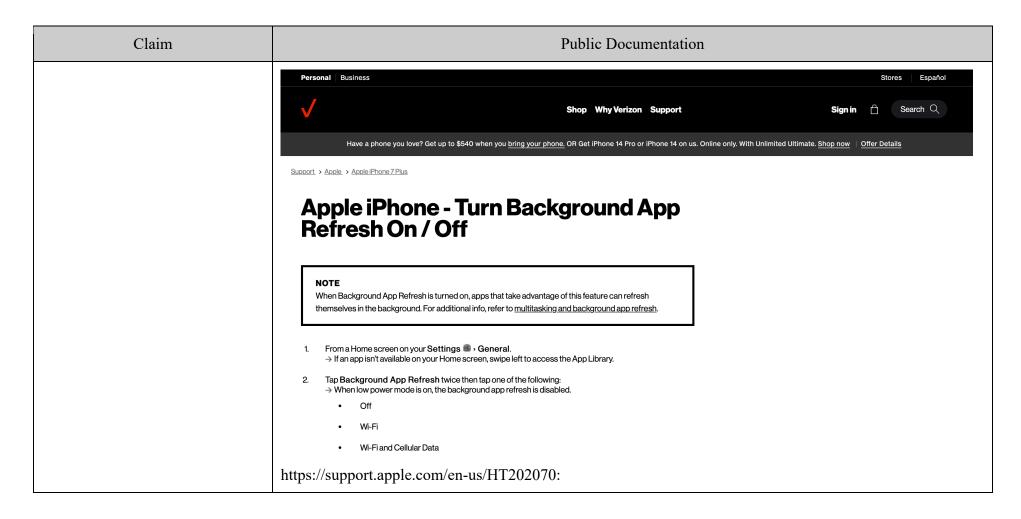
Page 125 of 179





Page 127 of 179

Claim	Public Documentation	
	See also, e.g., https://www.verizon.com/support/data-usage-faqs/:	
	What is indirect or background data usage?	^
	Indirect data usage occurs in the background, during tasks performed automatically by your device. Some examples of indirect data usage are:	
	Automatic backups of pictures or videos	
	Software updates	
	App content refreshes	
	Syncing and location services	
	Note: You can adjust these functions in your device Settings.	
	; https://www.verizon.com/support/knowledge-base-207174/:	



Claim	Public Documentation	
	Use Background App Refresh  After you switch to a different app, some apps run for a short period of time before they're set to a suspended state. Apps that are in a suspended state aren't actively in use, open, or taking up system resources. With Background App Refresh, suspended apps can check for updates and new content.  If you want suspended apps to check for new content, go to Settings > General > Background App Refresh and turn on Background App Refresh. If you quit an app from the app switcher, it might not be able to run or check for new content before you open it again.  9:41  Back Background App Refresh  Background App Refresh  Allow apps to refresh their content when on Wi-Fi or cellular in the background. Turning off apps may help preserve battery life.  Wasic  Maps  Wusic  News  Notes  Shortcuts  Siri  Stocks  Voice Memos	
	https://support.apple.com/en-us/HT205234:	

# Use Low Power Mode to save battery life on your iPhone or iPad

Low Power Mode reduces the amount of power that your iPhone or iPad uses when the battery gets low.

To turn Low Power Mode on or off, go to Settings > Battery. You can also turn Low Power Mode on and off from Control Center. Go to Settings > Control Center > Customize Controls, then select Low Power Mode to add it to Control Center.

When Low Power Mode is on, your iPhone or iPad will last longer before you need to charge it, but some features might take longer to update or complete. Also, some tasks might not work until you turn off Low Power Mode, or until you charge your iPhone or iPad to 80% or higher.

Low Power Mode reduces or affects these features:

- 5G (except for video streaming) on iPhone 12 and iPhone 13 models<sup>1</sup>
- Auto-Lock (defaults to 30 seconds)
- Display brightness
- Display refresh rate (limited up to 60 Hz) on iPhone and iPad models with ProMotion display<sup>2</sup>
- · Some visual effects
- iCloud Photos (temporarily paused)
- Automatic downloads
- Email fetch
- · Background app refresh

When Low Power Mode is on, the battery in the status bar will be yellow. You'll see a yellow battery icon and the battery percentage. After you charge your iPhone or iPad to 80% or higher, Low Power Mode automatically turns off.

 If you turn on Low Power Mode, 5G is disabled, except in some cases like video streaming and large downloads on iPhone 12 and iPhone 13 models. With iPhone 12 models, Low Power Mode disables 5G standalone (where available).



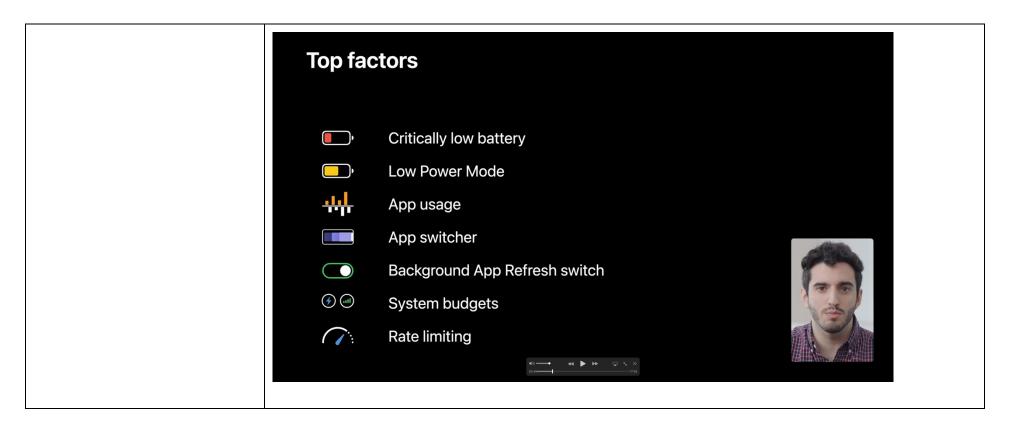
2. These devices have ProMotion display: iPhone 13 Pro and later, iPhone 13 Pro Max and later, iPad Pro 10.5-inch, all iPad Pro 11-inch models, and iPad Pro 12.9-inch (2nd generation) and later.

Claim	Public Documentation	
	https://www.apple.com/batteries/maximizing-performance/:	
	View Battery Usage information	
	With iOS, you can easily manage your device's battery life, because you can see the proportion of your battery used by each app (unless the device is charging). To view your usage, go to Settings > Battery.	● ● 100% ■ 100%
	Here are the messages you may see listed below the apps you've been using:	Settings Battery  Last 24 Hours Last 10 Days  Last Charge Level 100%
	<b>Background Activity.</b> This indicates that the battery was used by the app while it was in the background — that is, while you were using another app.	BATTERY LEVEL 100%
	<ul> <li>To improve battery life, you can turn off the feature that allows apps to refresh in the background. Go to Settings &gt; General &gt; Background App Refresh and select Wi-Fi, Wi-Fi &amp; Cellular Data, or Off to turn off Background App Refresh entirely.</li> </ul>	ACTIVITY    12 P   3   6   9   12 A   3   6   9   0m
	<ul> <li>If the Mail app lists Background Activity, you can choose to fetch data manually or increase the fetch interval. Go to Settings &gt; Accounts &amp; Passwords &gt; Fetch New Data.</li> </ul>	Screen On Screen Off 3h 31m 56m  BATTERY USAGE BY APP SHOW ACTIVITY  Maps 27%
	; https://developer.apple.com/documentation/uikit/uiapplication.	/1623003-applicationstate:

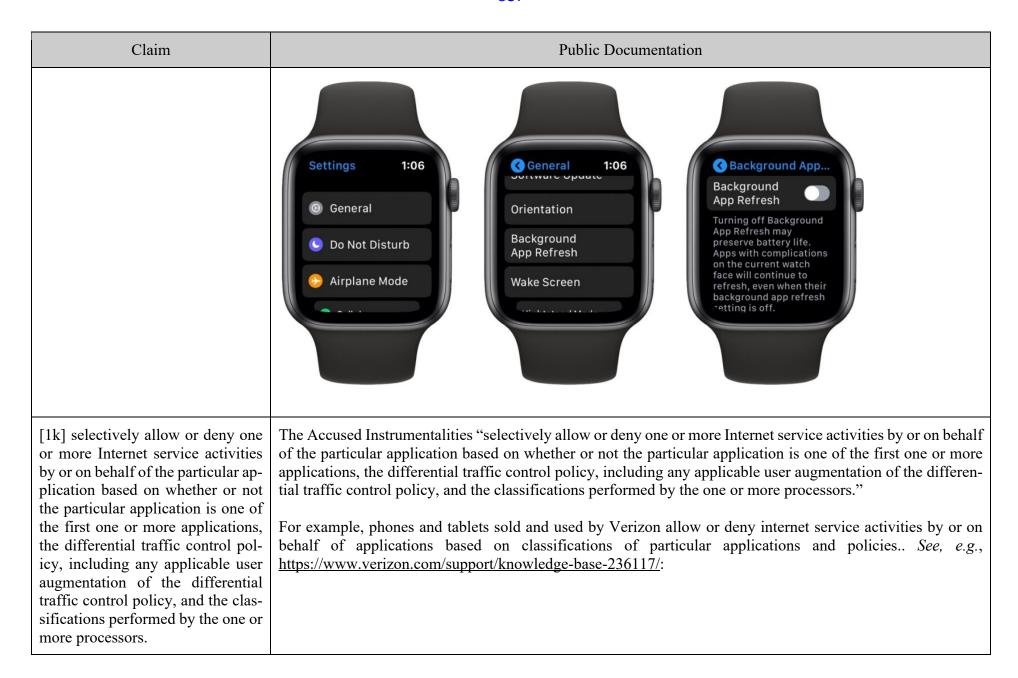
Claim	Public Documentation	
	Instance Property	
	applicationState	
	The app's current state, or that of its most active scene.	
	(iOS 4.0+) (iPadOS 4.0+) (Mac Catalyst 13.1+) (tvOS 9.0+) (visionOS 1.0+ Beta)	
	<pre>var applicationState: UIApplication.State { get }</pre>	
	Discussion	
	The behavior of this property depends on whether your app is scene-based.	
	In a scene-based app, this property takes the value of the most active scene, which it determines from each scene's activationState property. A scene-based app launches in the background state, and transitions between its states as scenes connect, change their states, and disconnect. For scene-based apps, use UISceneDelegate to respond to changes in an individual scene's life cycle.	
	In a sceneless app, the property's value is always the app's current state. The app is inactive at launch, and then is generally in either an active or background state. The app may become inactive for a short period — for example, when transitioning between active and background states, when the system presents an alert in front of it, or when the system displays the application switcher. For sceneless apps, use UIApplicationDelegate to respond to the app's life cycle changes.	
	; https://developer.apple.com/documentation/uikit/windows_and_screens/scenes/preparing_your_ui_to_run_in_the_background/; https://developer.apple.com/documentation/uikit/app_and_environ-ment/scenes/preparing_your_ui_to_run_in_the_background/about_the_background_execution_sequence/; https://developer.apple.com/documentation/uikit/app_and_environment/scenes/preparing_your_ui_to_run_in_the_background/extending_your_app_s_background_execution_time/; https://developer.apple.com/documentation/backgroundtasks/;	

Claim	Public Documentation
	https://developer.apple.com/documentation/watchkit/background_execution/using_background_tasks/; https://developer.apple.com/documentation/uikit/windows_and_screens/scenes/preparing_your_ui_to_run_in_the_background/using_background_tasks_to_update_your_app/; https://developer.apple.com/documentation/backgroundtasks/refreshing_and_maintaining_your_app_using_background_tasks/; https://developer.apple.com/documentation/backgroundtasks/bgapprefreshtask; https://developer.apple.com/documentation/backgroundtasks/bgapprefreshtask; https://developer.apple.com/documentation/backgroundtasks/bgtask; https://developer.apple.com/documentation/likit/uiapplication/1622976-backgroundfetchintervalminimum/; https://developer.apple.com/documentation/uikit/uiapplication/1622994-backgroundrefreshstatus/; https://developer.apple.com/documentation/uikit/windows_and_screens/preparing_your_ui_to_run_in_the_foreground/; https://developer.apple.com/documentation/uikit/uiapplication/1623003-applicationstate; https://developer.apple.com/documentation/foundation/url_loading_system; https://developer.apple.com/documentation/foundation/url_loading_system; https://developer.apple.com/documentation/foundation/url_loading_playback/configuring_your_app_for_media_playback; https://developer.apple.com/documentation/avfoundation/media_playback/configuring_your_app_for_media_playback; https://developer.apple.com/videos/play/wwdc2020/10063:

Claim	Public Documentation	
	Factors affecting your runtime	
	Critically low battery Background App Refresh switch Airplane mode	
	Low Power Mode Ongoing iCloud restore Settings Display on/off state	
	Device temperature System budgets Process contention App usage	
	App switcher Rate limiting Camera in-use Device lock state	

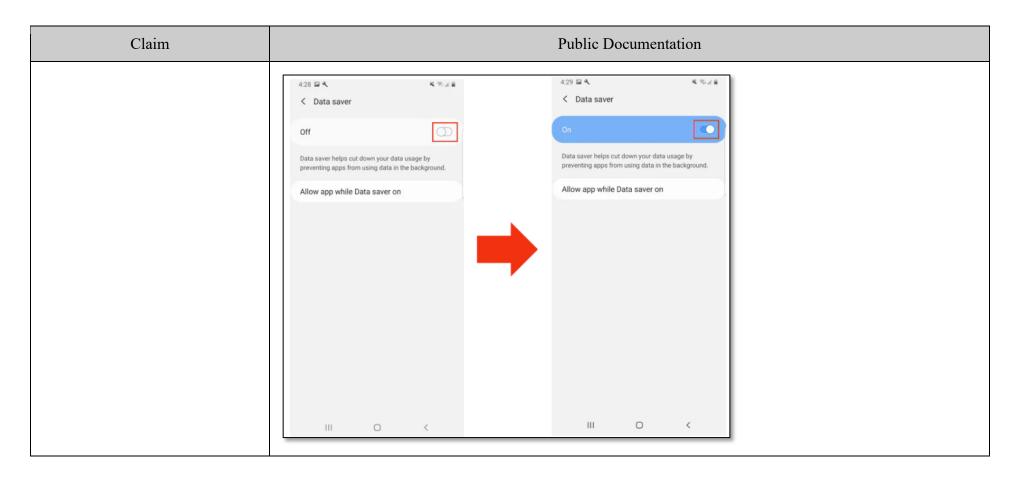


### Case 2:23-cv-00352-JRG-RSP Document 51-3 Filed 12/05/23 Page 138 of 180 PageID #: 837

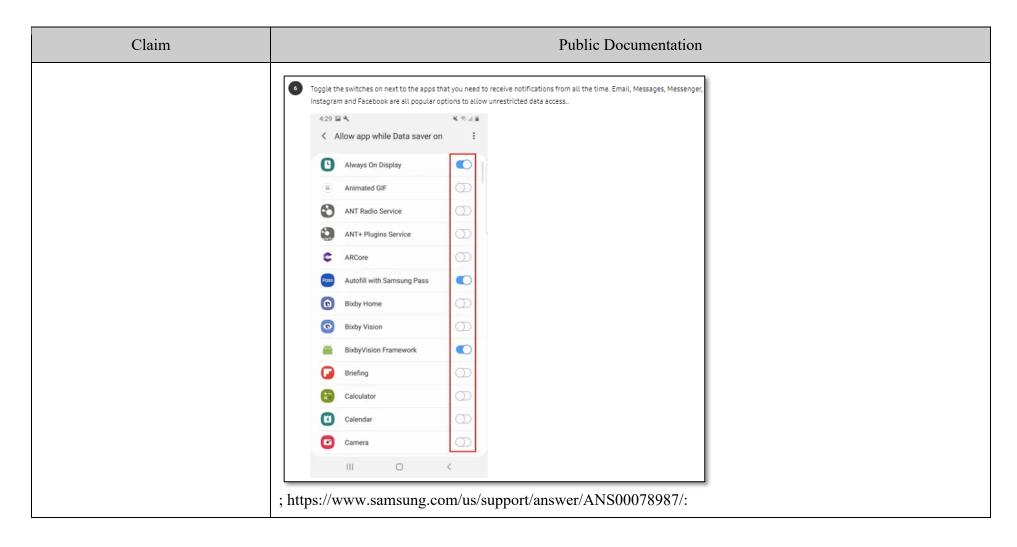


Claim	Public Documentation	
	Samsung Galaxy S21 5G / Galaxy S21 Ultra 5G - Manage Data Usage	
	NOTE	
	Data usage info provided by the device may differ from actual usage. For data usage info provided by Verizon, refer to the My Verizon website.	
	<ul> <li>■ For a better understanding of how data is used, check out this <u>video</u>.</li> <li>■ To control data usage on your account, refer to <u>Verizon Smart Family</u>.</li> </ul>	
	<ul> <li>From a Home screen, swipe up from the center of the display to access the apps screen.</li> <li>→ These instructions only apply to <u>Standard mode</u> and the default <u>Home screen layout</u>.</li> </ul>	
	2. Navigate:Settings ∅ → Connections.	
	3. Tap <b>Data usage</b> then do any of the following:	
	Turn Data saver off     a. Tap <b>Data saver</b> .	
	b. Tap the Data saver switch to turn on  or off .  → Data saver must be turned off to use Mobile Hotspot.	
	; https://www.samsung.com/us/support/answer/ANS00079018/:	

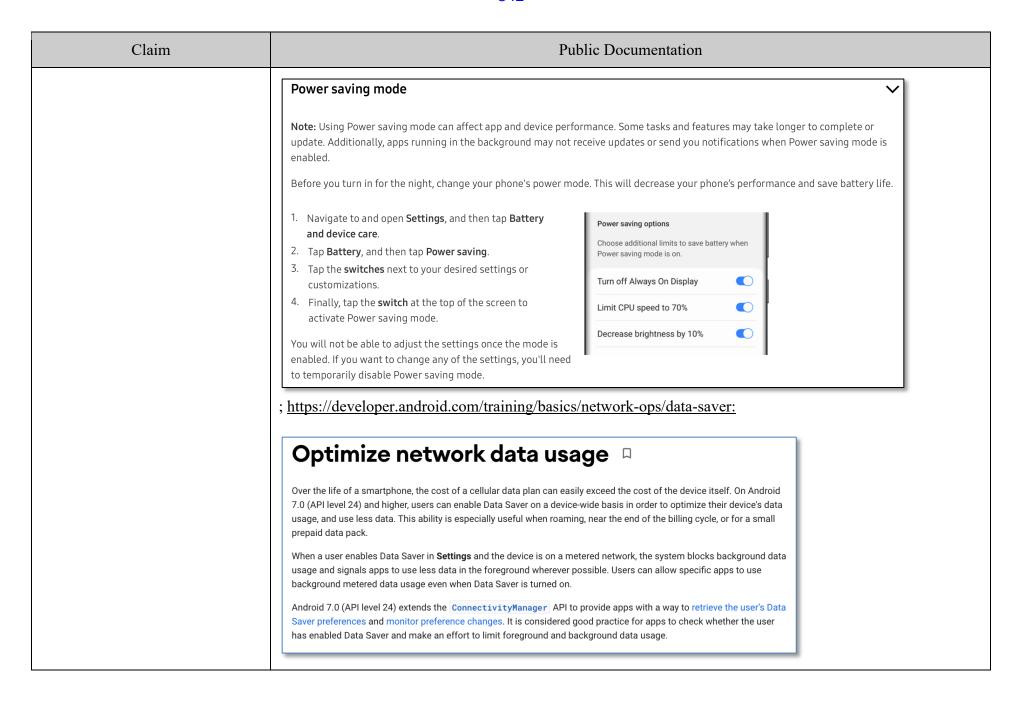
Claim	Public Documentation	
Ciaim	data.  1. Navigate to and open Settings, and then tap Connections.  2. Tap Data usage, tap Data saver, and then tap the switch next to Turn on now.  3. If there are still some apps you'd like to run in the background, you can set them as exceptions. Tap Allowed to use data while Data saver is on at the bottom of the screen.  4. Tap More options (the three vertical dots) and choose Show system apps or Show allowed apps first to narrow down the list.  5. Finally, tap the switch(es) next to your desired app(s).	ata in the background. So rest assured, you're not wasting any precious    12.45
	first to narrow down the list.  5. Finally, tap the switch(es) next to your desired app(s).	ort/mobile-devices/android-pie-what-is-the-data-saver-feature/:



### Case 2:23-cv-00352-JRG-RSP Document 51-3 Filed 12/05/23 Page 142 of 180 PageID #: 841

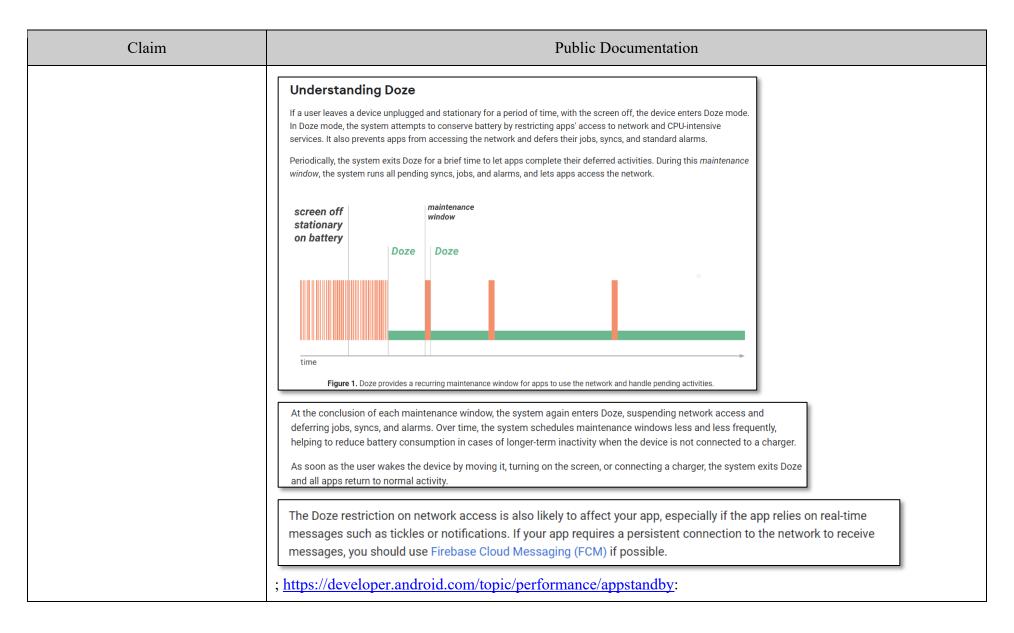


### Case 2:23-cv-00352-JRG-RSP Document 51-3 Filed 12/05/23 Page 143 of 180 PageID #: 842



Claim	Public Documentation	
Claim	Check data saver preferences  On Android 7.0 (API level 24) and higher, apps can use the ConnectivityManager API to determine what data usage restrictions are being applied. The getRestrictBackgroundStatus() method returns one of the following values:  RESTRICT_BACKGROUND_STATUS_DISABLED  Data Saver is disabled.  RESTRICT_BACKGROUND_STATUS_ENABLED  The user has enabled Data Saver for this app. Apps should make an effort to limit data usage in the foreground and gracefully handle restrictions to background data usage.  RESTRICT_BACKGROUND_STATUS_MITTELISTED  The user has enabled Data Saver but the app is allowed to bypass it. Apps should still make an effort to limit foreground and background data usage.  Limit data usage whenever the device is connected to a metered network, even if Data Saver is disabled or the app is allowed to bypass it. The following sample code uses ConnectivityManager_isActiveNetworkNetered() and connectivityManager_getRestrictBackgroundStatus() to determine how much data the app should use.  *https://developer.android.com/training/monitoring-device-state/doze-standby:  Optimize for Doze and App Standby  Starting from Android 6.0 (API level 23), Android introduces two power-saving features that extend battery life for users by managing how apps behave when a device is not connected to a power source. Doze reduces battery consumption by deferring background of PU and network activity for apps when the device is unused for long periods of time. App Standby defers background network activity for apps with which the user has not recently interacted.  While the device is in Doze, apps' access to certain battery-intensive resources is deferred until maintenance windows. The specific restrictions are listed in Power Management Restrictions.  Doze and App Standby manage the behavior of all apps running on Android 6.0 or higher, regardless whether they are	
	specifically targeting API level 23. To ensure the best experience for users, test your app in Doze and App Standby modes and make any necessary adjustments to your code. The sections below provide details.	

### Case 2:23-cv-00352-JRG-RSP Document 51-3 Filed 12/05/23 Page 145 of 180 PageID #: 844



### App Standby Buckets --

Android 9 (API level 28) and higher support **App Standby Buckets**. App Standby Buckets help the system prioritize apps' requests for resources based on how recently and how frequently the apps are used. Based on app usage patterns, each app is placed in one of five priority **buckets**. The system limits the device resources available to each app based on which bucket the app is in.

### **Priority buckets**

The system dynamically assigns each app to a priority bucket, reassigning the apps as needed. The system may rely on a preloaded app that uses machine learning to determine how likely each app is to be used, and assigns apps to the appropriate buckets. If the system app is not present on a device, the system defaults to sorting apps based on how recently they were used. More active apps are assigned to buckets that give the apps higher priority, making more system resources available to the app. In particular, the bucket determines how frequently the app's jobs run, and how often the app can trigger alarms. These restrictions apply only while the device is on battery power; the system does not impose these restrictions on apps while the device is charging.



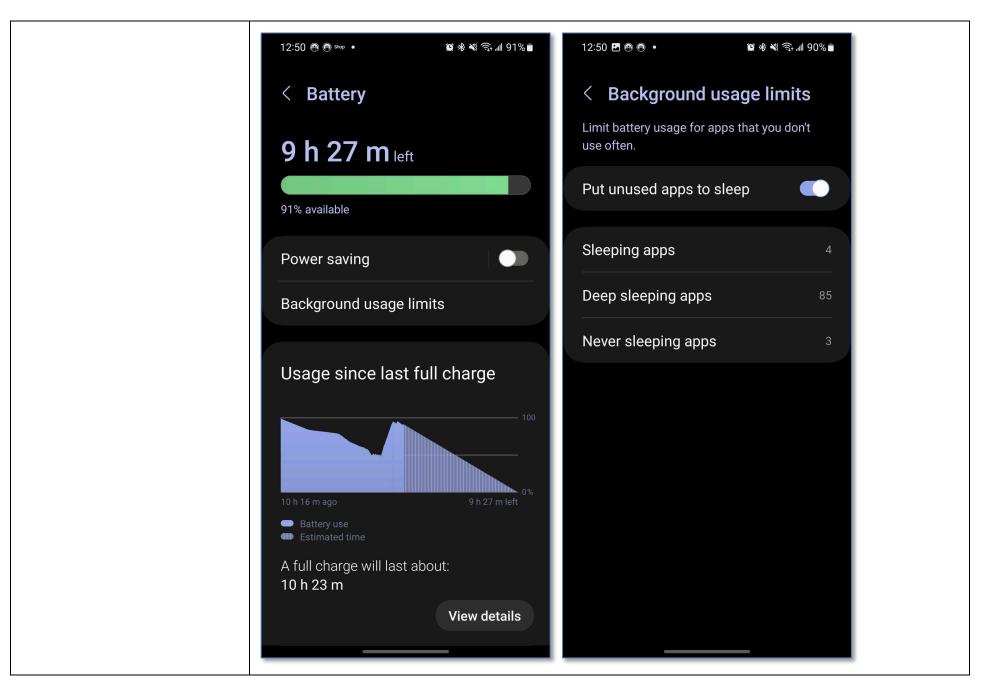
**Note:** Every manufacturer can set their own criteria for how non-active apps are assigned to buckets. You should not try to influence which bucket your app is assigned to. Instead, focus on making sure your app behaves well in whatever bucket it might be in. Your app can find out what bucket it's currently in by calling <a href="UsageStatsManager.getAppStandbyBucket(">UsageStatsManager.getAppStandbyBucket()</a>.

#### The buckets are:

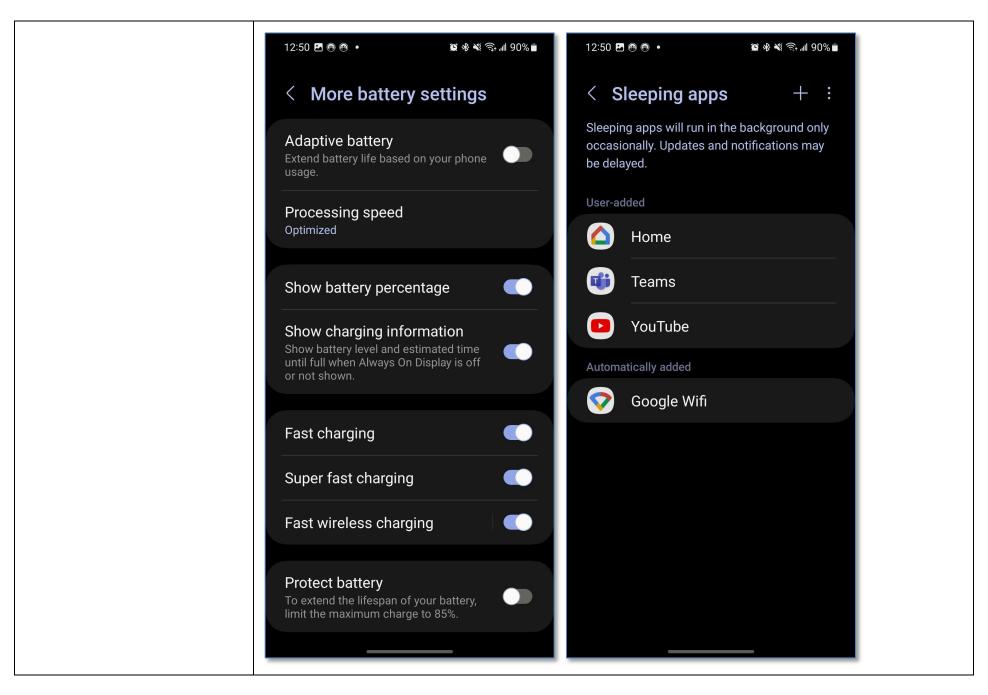
- 1. Active: App is currently being used or was very recently used.
- Working set: App is in regular use.
- 3. Frequent: App is often used, but not every day.
- 4. Rare: App is not frequently used.
- 5. Restricted: App consumes a great deal of system resources, or may exhibit undesirable behavior.

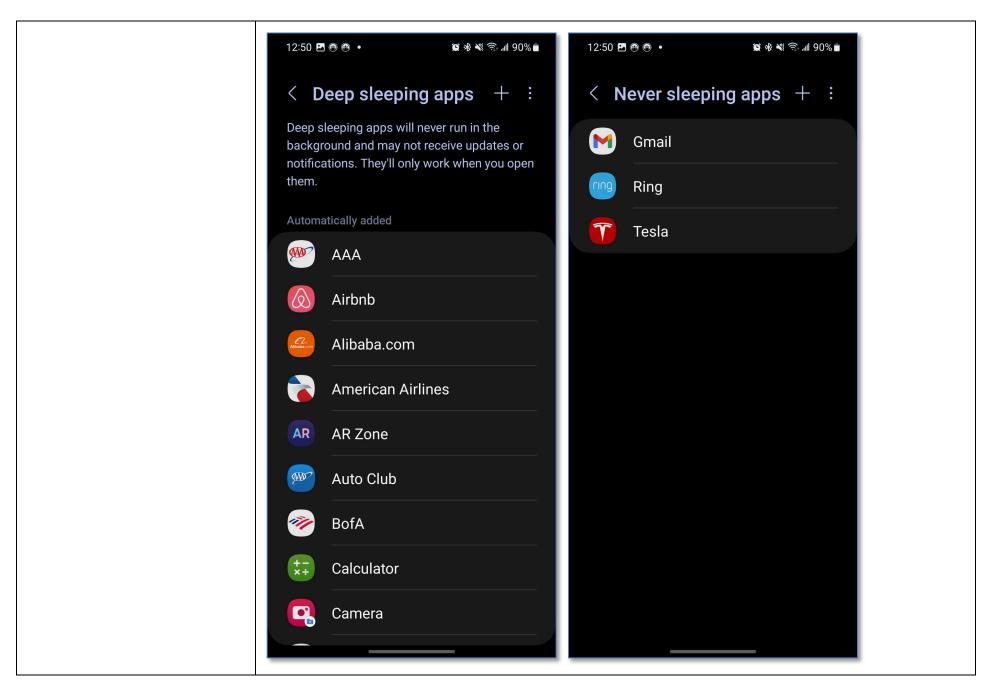
In addition, there's a special **never** bucket for apps that have been installed but have never been run. The system imposes severe restrictions on these apps.

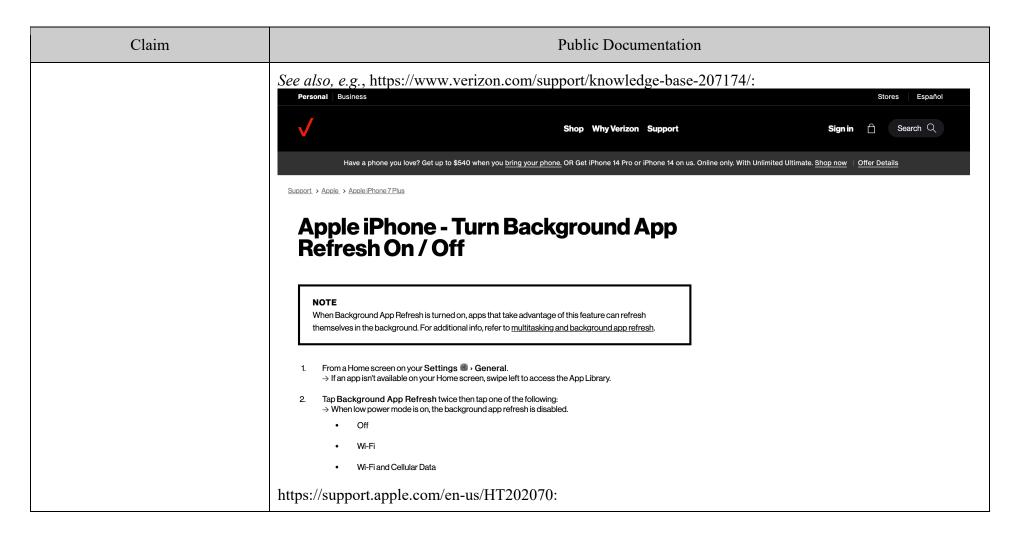
Claim	Public Documentation			
	; <a href="https://developer.android.com/topic/performance/power/power-details">https://developer.android.com/topic/performance/background-optimization</a> ; <a href="https://developer.android.com/reference/android/app/job/JobScheduler">https://developer.android.com/reference/android/app/job/JobScheduler</a> ; <a href="https://developer.android.com/guide/background/persistent">https://developer.android.com/guide/background/persistent</a> ; <a href="https://developer.android.com/guide/background/persistent">https://developer.android.com/guide/background/persistent</a> ; <a href="https://developer.android.com/guide/background/persistent/">https://developer.android.com/guide/background/persistent/persi</a>			



Page 147 of 179







Claim	Public Documentation		
	Use Background App Refresh  After you switch to a different app, some apps run for a short period of time before they're set to a suspended state. Apps that are in a suspended state aren't actively in use, open, or taking up system resources. With Background App Refresh, suspended apps can check for updates and new content.  If you want suspended apps to check for new content, go to Settings > General > Background App Refresh and turn on Background App Refresh. If you quit an app from the app switcher, it might not be able to run or check for new content before you open it again.  9:41  Back Background App Refresh  Background App Refresh  Allow apps to refresh their content when on Wi-Fi or cellular in the background. Turning of apps may help preserve bettery life.  Mapps  Music  Mews  Notes  Shortcuts  Shortcuts  Siri  Stocks  Voice Memos		
	https://support.apple.com/en-us/HT205234:		

# Use Low Power Mode to save battery life on your iPhone or iPad

Low Power Mode reduces the amount of power that your iPhone or iPad uses when the battery gets low.

To turn Low Power Mode on or off, go to Settings > Battery. You can also turn Low Power Mode on and off from Control Center. Go to Settings > Control Center > Customize Controls, then select Low Power Mode to add it to Control Center.

When Low Power Mode is on, your iPhone or iPad will last longer before you need to charge it, but some features might take longer to update or complete. Also, some tasks might not work until you turn off Low Power Mode, or until you charge your iPhone or iPad to 80% or higher.

Low Power Mode reduces or affects these features:

- 5G (except for video streaming) on iPhone 12 and iPhone 13 models<sup>1</sup>
- · Auto-Lock (defaults to 30 seconds)
- Display brightness
- Display refresh rate (limited up to 60 Hz) on iPhone and iPad models with ProMotion display<sup>2</sup>
- · Some visual effects
- · iCloud Photos (temporarily paused)
- Automatic downloads
- Email fetch
- · Background app refresh

When Low Power Mode is on, the battery in the status bar will be yellow. You'll see a yellow battery icon and the battery percentage. After you charge your iPhone or iPad to 80% or higher, Low Power Mode automatically turns off.

 If you turn on Low Power Mode, 5G is disabled, except in some cases like video streaming and large downloads on iPhone 12 and iPhone 13 models. With iPhone 12 models, Low Power Mode disables 5G standalone (where available).



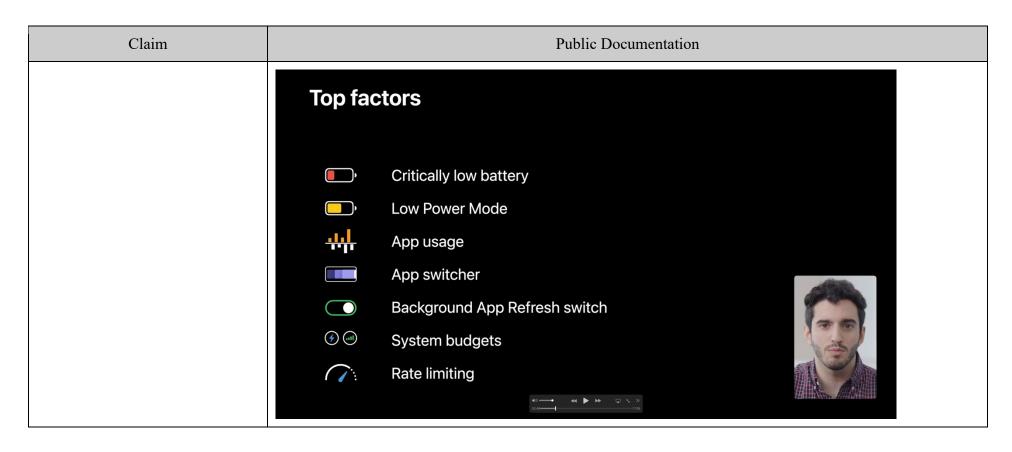
2. These devices have ProMotion display: iPhone 13 Pro and later, iPhone 13 Pro Max and later, iPad Pro 10.5-inch, all iPad Pro 11-inch models, and iPad Pro 12.9-inch (2nd generation) and later.

Claim	Public Documentation		
	https://www.apple.com/batteries/maximizing-performance/:		
	View Battery Usage information		
	With iOS, you can easily manage your device's battery life, because you can see the proportion of your battery used by each app (unless the device is charging). To view your usage, go to Settings > Battery.		
	Here are the messages you may see listed below the apps you've been using:    Cast 24 Hours		
	Background Activity. This indicates that the battery was used by the app while it was in the background — that is, while you were using another app.		
	To improve battery life, you can turn off the feature that allows apps to refresh in the background. Go to Settings > General > Background App Refresh and select Wi-Fi, Wi-Fi & Cellular Data, or Off to turn off Background App Refresh entirely.  ACTIVITY  12 P 3 8 9 12 A 13 8 9 10 MI TA 13 8 9 MI TA		
	• If the Mail app lists Background Activity, you can choose to fetch data manually or increase the fetch interval. Go to Settings > Accounts & Passwords > Fetch New Data.  Screen On 3h 31m 56m  BATTERY USAGE BY APP SHOW ACTIVITY  Maps 27%  Music		
	; <a href="https://developer.apple.com/documentation/uikit/uiapplication/1623003-applicationstate;">https://developer.apple.com/documentation/uikit/uiapplication/1623003-applicationstate;</a> <a href="https://developer.apple.com/documentation/uikit/windows_and_screens/scenes/preparing_your_ui_to_run_in_the_back-ground/">https://developer.apple.com/documentation/uikit/windows_and_screens/scenes/preparing_your_ui_to_run_in_the_back-ground/</a> ;		
	https://developer.apple.com/documentation/uikit/app_and_environment/scenes/preparing_your_ui_to_run_in_the_background/about_the_background_execution_sequence/; https://developer.apple.com/documentation/uikit/app_and_environment/scenes/preparing_your_ui_to_run_in_the_background/ex_tending_your_app_s_background_execution_time/; https://developer.apple.com/documentation/background_execution_time/; https://developer.apple.com/documentation/watchkit/background_execution/using_background_tasks/;		

Claim	Public Documentation		
	https://developer.apple.com/documentation/uikit/windows_and_screens/scenes/preparing_your_ui_to_run_in_the_background/using_background_tasks_to_update_your_app/; https://developer.apple.com/documentation/backgroundtasks/refreshing_and_maintaining_your_app_using_background_tasks/; https://developer.apple.com/documentation/backgroundtasks/bgapprefreshtask; https://developer.apple.com/documentation/backgroundtasks/bgapprefreshtask; https://developer.apple.com/documentation/backgroundtasks/bgtask; https://developer.apple.com/documentation/uikit/uiapplication/1622976-backgroundfetchintervalminimum/; https://developer.apple.com/documentation/uikit/uiapplication/1623003-applicationstate; https://developer.apple.com/documentation/uikit/uiapplication/1623003-applicationstate; https://developer.apple.com/documentation/uikit/uiapplication/state; https://developer.apple.com/documentation/foundation/url_loading_system; https://developer.apple.com/documentation/foundation/url_loading_system; https://developer.apple.com/documentation/avfoundation/media_playback/configuring_your_app_for_media_playback; https://developer.apple.com/videos/play/wwdc2019/707/; https://developer.apple.com/videos/play/wwdc2020/10063:		

Claim	Public Documentation		
	Factors affecting your runtime		
	Critically low battery Background App Refresh switch Airplane mode		
	Low Power Mode Ongoing iCloud restore Settings Display on/off state		
	Device temperature System budgets Process contention App usage		
	App switcher Rate limiting Camera in-use Device lock state		
	40 — • • • • • • • • • • • • • • • • • •		

### Case 2:23-cv-00352-JRG-RSP Document 51-3 Filed 12/05/23 Page 157 of 180 PageID #: 856



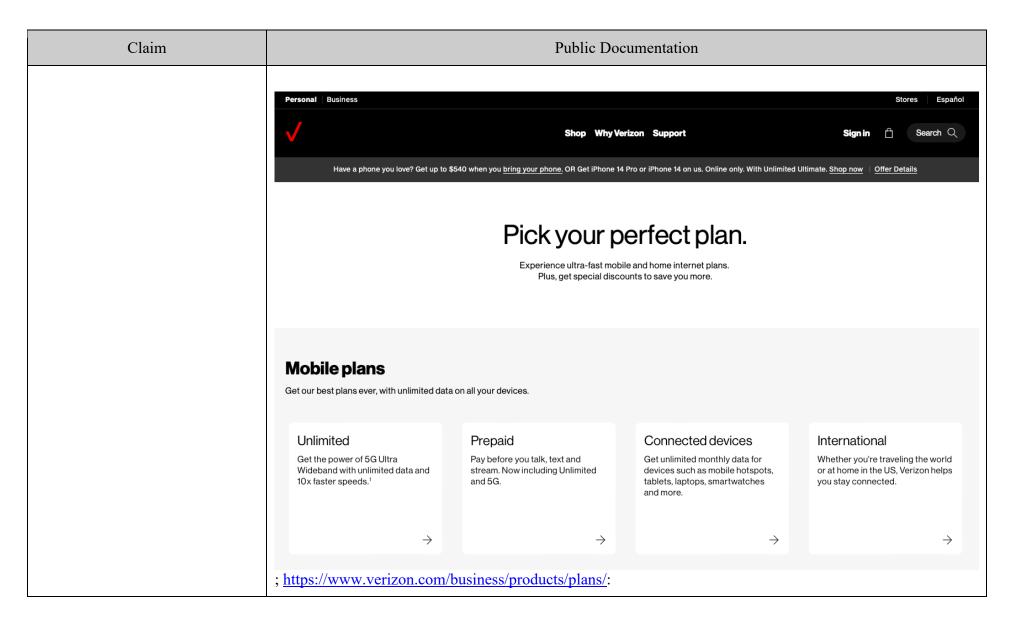
Claim	Public Documentation		
	Settings  1:06  General  Orientation  Background App Refresh App Refresh may preserve battery life. Apps with complications on the current watch face will continue to refresh, even when their background app refresh retting is off.    See also, e.g., https://www.verizon.com/plans/; https://www.verizon.com/business/products/plans/; https://www.verizon.com/business/products/plans/; https://www.verizon.com/business/products/plans/; https://www.verizon.com/business/products/plans/; https://www.verizon.com/solutions-and-services/add-ons/safety/verizon-smart-family; https://www.verizon.com/support/knowledge-base-206963/; https://www.verizon.com/support/knowledge-base-206963/; https://www.verizon.com/support/verizon-smart-family-faqs/.		
2. The wireless end-user device of claim 1, wherein based on the differential traffic control policy the one or more processors selectively deny one or more Internet service activities by or on behalf of the particular application when the particular application is one of the	The Accused Instrumentalities comprise "[t]he wireless end-user device of claim 1, wherein based on the differential traffic control policy the one or more processors selectively deny one or more Internet service activities by or on behalf of the particular application when the particular application is one of the first one or more applications, the classified wireless network is a WWAN type, and the particular application is classified as not interacting with the user in the device user interface foreground."  See, for example, the disclosures identified for claim 1.		

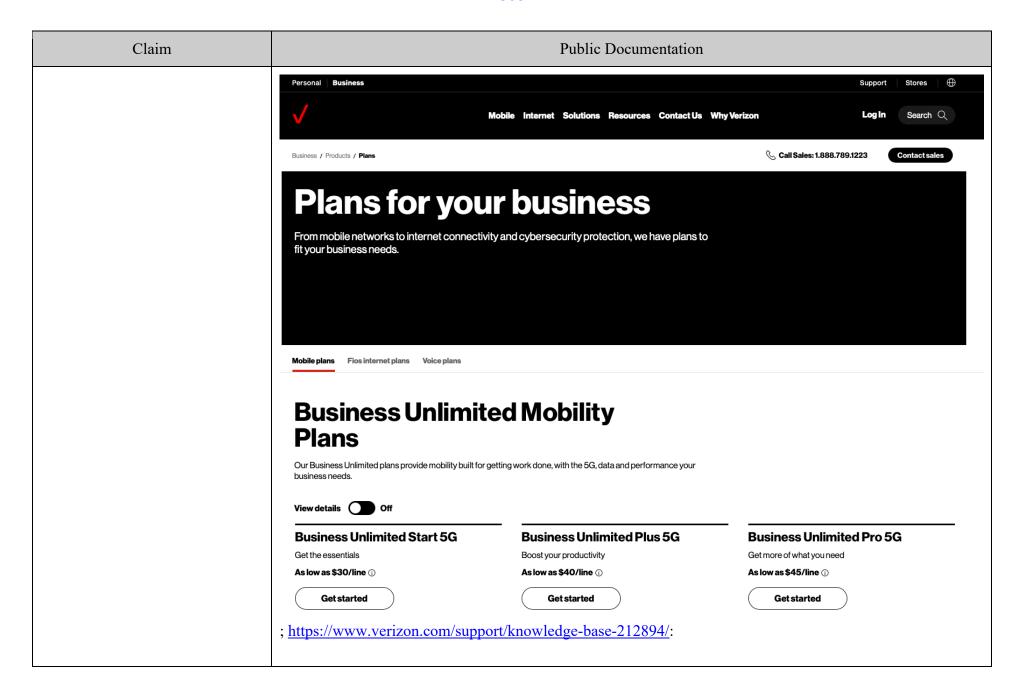
Claim	Public Documentation	
first one or more applications, the classified wireless network is a WWAN type, and the particular application is classified as not interacting with the user in the device user interface foreground.		
3. The wireless end-user device of claim 2, wherein the one or more processors are further configured to override the selective denial of one or more Internet service activities by or on behalf of the particular application when the user has augmented the differential traffic control policy so as to indicate that Internet service activities are allowable when the classified wireless network is the WWAN type, and the particular application is classified as not interacting with the user in the device user interface foreground.	The Accused Instrumentalities comprise "[t]he wireless end-user device of claim 2, wherein the one or more processors are further configured to override the selective denial of one or more Internet service activities by or on behalf of the particular application when the user has augmented the differential traffic control policy so as to indicate that Internet service activities are allowable when the classified wireless network is the WWAN type, and the particular application is classified as not interacting with the user in the device user interface foreground."  See, for example, the disclosures identified for claims 1-2.	
4. The wireless end-user device of claim 2, wherein based on the differential traffic control policy the one or more processors selectively allow one or more Internet service activities by or on behalf of the particular application when the particular application is one of the first one or more applications, the	The Accused Instrumentalities comprise "[t]he wireless end-user device of claim 2, wherein based on the differential traffic control policy the one or more processors selectively allow one or more Internet service activities by or on behalf of the particular application when the particular application is one of the first one or more applications, the classified wireless network is the WWAN type, and the particular application is classified as interacting with the user in the device user interface foreground."  See, for example, the disclosures identified for claims 1-2.	

Claim	Public Documentation		
classified wireless network is the WWAN type, and the particular application is classified as interacting with the user in the device user interface foreground.			
5. The wireless end-user device of claim 1, wherein based on the differential traffic control policy the one or more processors selectively allow one or more Internet service activities by or on behalf of a second particular application and/or service when the second particular application and/or service is one of the second one or more applications and/or services and the classified wireless network is the WWAN type.	The Accused Instrumentalities comprise "[t]he wireless end-user device of claim 1, wherein based on the differential traffic control policy the one or more processors selectively allow one or more Internet service activities by or on behalf of a second particular application and/or service when the second particular application and/or service is one of the second one or more applications and/or services and the classified wireless network is the WWAN type."  See, for example, the disclosures identified for claim 1.		
6. The wireless end-user device of claim 1, wherein the one or more processors are configured to classify that the particular application is interacting with the user in the device user interface foreground when the user of the device is directly interacting with that application or perceiving any benefit from that application.	The Accused Instrumentalities comprise "[t]he wireless end-user device of claim 1, wherein the one or more processors are configured to classify that the particular application is interacting with the user in the device user interface foreground when the user of the device is directly interacting with that application or perceiving any benefit from that application."  See, for example, the disclosures identified for claim 1.		

Claim	Public Documentation		
7. The wireless end-user device of claim 1, wherein the user interface is further to provide the user of the device with information regarding why the differential traffic control policy is applied to the particular application.	The Accused Instrumentalities comprise "[t]he wireless end-user device of claim 1, wherein the user interface is further to provide the user of the device with information regarding why the differential traffic control policy is applied to the particular application."  See, for example, the disclosures identified for claim 1.		
8. The wireless end-user device of claim 1, wherein the differential traffic control policy is part of a multimode profile having different policies for different ones of the network types.	The Accused Instrumentalities comprise "[t]he wireless end-user device of claim 1, wherein the differential traffic control policy is part of a multimode profile having different policies for different ones of the network types."  See, for example, the disclosures identified for claim 1.		
9. The wireless end-user device of claim 8, wherein the one or more processors are further configured to select a traffic control policy from the multimode profile based at least in part on the classified wireless network type.	The Accused Instrumentalities comprise "[t]he wireless end-user device of claim 8, wherein the one or more processors are further configured to select a traffic control policy from the multimode profile based at least in part on the classified wireless network type."  See, for example, the disclosures identified for claims 1 and 8.		
10. The wireless end-user device of claim 9, wherein the one or more processors are further configured to, when the classified wireless network type is at least one type of WLAN, select the traffic control policy from the multimode profile based at least in part on a type of network connection from the WLAN to the Internet.	The Accused Instrumentalities comprise "[t]he wireless end-user device of claim 9, wherein the one or more processors are further configured to, when the classified wireless network type is at least one type of WLAN, select the traffic control policy from the multimode profile based at least in part on a type of network connection from the WLAN to the Internet."  See, for example, the disclosures identified for claim 1 and 9.		

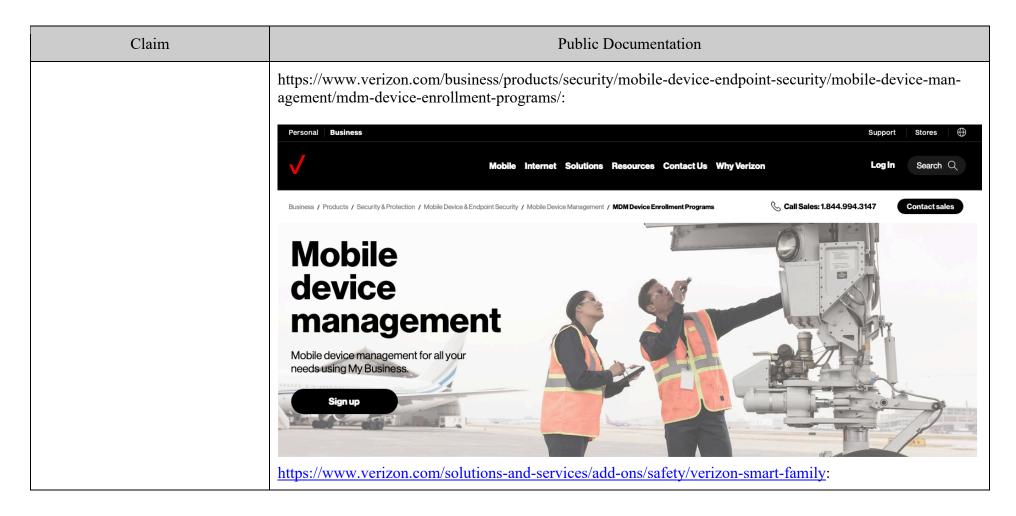
Claim	Public Documentation	
11. The wireless end-user device of claim 1, wherein the plurality of network types include three or more of 2G, 3G, 4G, home, roaming, and WiFi.	The Accused Instrumentalities comprise "[t]he wireless end-user device of claim 1, wherein the plurality of network types include three or more of 2G, 3G, 4G, home, roaming, and WiFi."  See, for example, the disclosures identified for claim 1.	
	The Accused Instrumentalities comprise "[t]he wireless end-user device of claim 1, the one or more processors further configured to receive an update to at least a portion of the differential traffic control policy list from a network element."	
12. The wireless end-user device of claim 1, the one or more processors further configured to receive an update to at least a portion of the differential traffic control policy list from a network element.	See, for example, the disclosures identified for claim 1.  As yet another example, the one or more processors are configured to receive portions of policies from a network element. See, e.g., <a href="https://www.verizon.com/plans/">https://www.verizon.com/plans/</a> :	

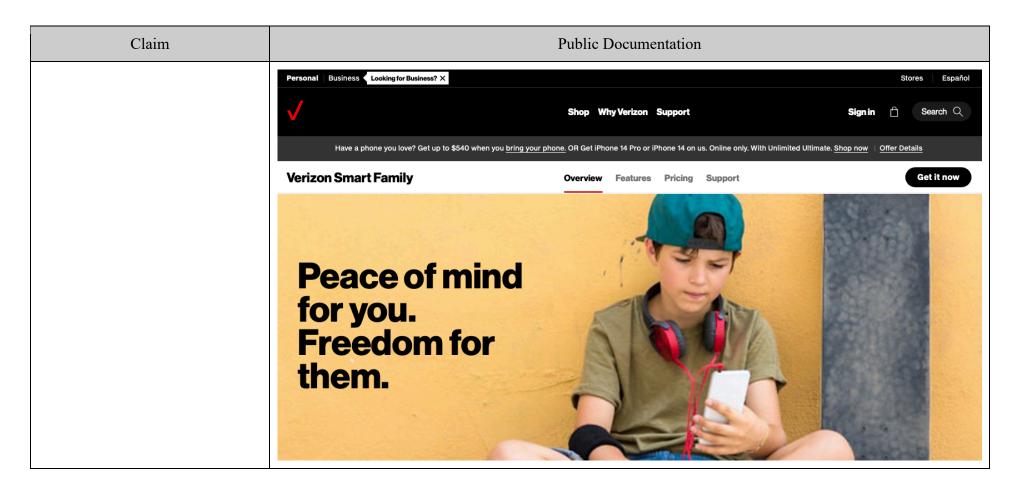




Claim	Public Documentation		
	Apple iPhone - Update Carrier Settings		
	<ul> <li>Carrier settings updates are small files that are installed on iOS devices. The carrier settings include updates to Access Point Names (APNs), MMS settings, features like tethering and default apps. Having the most up to date carrier settings is recommended for the proper functionality of the device.</li> <li>Apple® Watch® Series 3 users must be on Carrier Bundle 29.1 or higher (check on your iPhone® via Settings &gt; General &gt; About &gt; Carrier). For more info on how to check carrier and / or update your Carrier version, refer to Updating Your Carrier Settings</li> </ul>		
	<ol> <li>From a Home screen on your Settings  → General.         <ul> <li>If unavailable, swipe left to access the App Library.</li> <li>If a carrier settings update is available, you're presented with an option to update.</li> </ul> </li> <li>Tap About.         <ul> <li>If an update is available, an option appears to update.</li> <li>To view the current carrier info, refer to View Carrier.</li> </ul> </li> </ol>		

### Case 2:23-cv-00352-JRG-RSP Document 51-3 Filed 12/05/23 Page 166 of 180 PageID #: 865





Claim	Public Documentation		
	Block it Out  Keep certain apps and sites blocked until your kid is ready.	Trusted contacts only  Make sure they're only texting and chatting with contacts you've approved. Learn more about setting Trusted Contacts by visiting: https://www.verizon.com/support/how-to-use-verizon-smart-family/	Cut back screen time  Turn off the web during school hours, bedtime or dinner time so they can focus on what matters most.
	Know where they are	Pick me up	View their driving or

What Verizon Smart Family features are available without downloading the Verizon Smart Family Companion app on my child's device?

Certain features are only available if the <u>Verizon Smart Family Companion app</u> is installed on your child's smartphone and paired with the Verizon Smart Family app on your device.

#### Without pairing, you can:

- View call and text activity
- Set time restrictions on texts, calls and data usage\*
- Set data limits\*
- Set text, call and purchase limits
- Get access to the device's network location

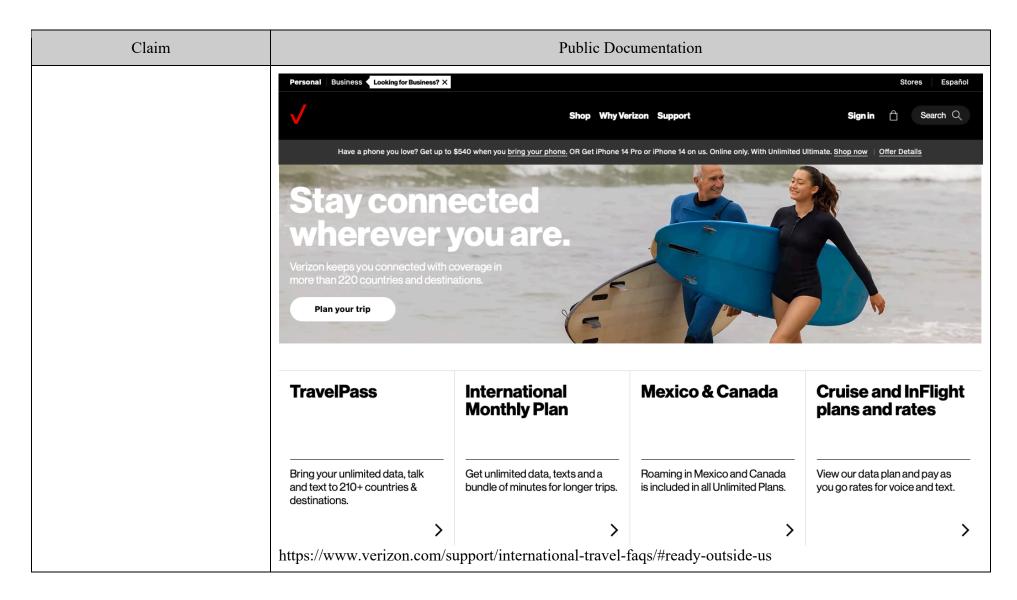
Note: Network location accuracy may vary up to a few miles.

#### You must pair to:

- Set content filters
- Monitor web and app activity
- Pause internet access
- Set time restrictions on Wi-Fi usage
- Locate family members and set location alerts with the best location accuracy
- Use the location check-in feature, where family members can send you their precise location when they arrive at their destination
- Use the Pick Me Up feature that lets your child send a request for a ride to a parent line

;

Claim	Public Documentation
	; https://developer.android.com/about/versions/pie/android-9.0:
	Data cost sensitivity in JobScheduler
	Beginning in Android 9, JobScheduler can use network status signals provided by carriers to improve the handling of network-related jobs.
	Jobs can declare their estimated data size, signal prefetching, and specify detailed network requirements.  JobScheduler then manages work according to the network status. For example, when the network signals that it is congested, JobScheduler might defer large network requests. When on an unmetered network, JobScheduler can run prefetch jobs to improve the user experience, such as by prefetching headlines.
	When adding jobs, make sure to use <pre>setEstimatedNetworkBytes()</pre> , <pre>setPrefetch()</pre> , and <pre>setRequiredNetwork()</pre> when appropriate to help <pre>JobScheduler</pre> handle the work properly. When your job executes, be sure to use the <pre>Network</pre> object returned by <pre>JobParameters.getNetwork()</pre> . Otherwise you'll implicitly use the device's default network which may not meet your requirements, causing unintended data usage.
	; <a href="https://developer.android.com/training/basics/network-ops/reading-network-state;">https://developer.android.com/training/connectivity/network-access-optimization;</a> ; <a href="https://developer.android.com/reference/android/net/NetworkCapabilities">https://developer.android.com/reference/android/net/NetworkCapabilities</a> .
13. The wireless end-user device of claim 1, wherein the plurality of network types include a roaming WWAN type and a home WWAN type, and the one or more proces-	The Accused Instrumentalities comprise "[t]he wireless end-user device of claim 1, wherein the plurality of network types include a roaming WWAN type and a home WWAN type, and the one or more processors are to apply the differential traffic control policy to one of but not both of the roaming WWAN type and the home WWAN type."
sors are to apply the differential traffic control policy to one of but	See, for example, the disclosures identified for claim 1.
not both of the roaming WWAN type and the home WWAN type.	For further example, the policy can be based on roaming on a WWAN network. <i>See, e.g.</i> , https://www.verizon.com/plans/international/international-travel/



### How do I get my device ready to use outside the US? ^ Before you travel internationally, make sure your device's roaming is turned on so your device can connect to cellular networks in your destination country. To turn on roaming, start on your device's home screen: Device Steps Tap **Settings** (the gear icon). Tap Cellular, then tap Cellular Data Options, then Roaming. iPhone® Slide both the Voice Roaming and the Data Roaming selectors to Green (on). Slide the International CDMA selector to off. Go to your Apps and tap **Settings** (the gear icon). Tap Network & Internet, then Mobile Network, then Data Roaming. Motorola Slide the **Data Roaming** selector to the right until it turns green. "Allow data roaming?" appears. Choose **OK**. Tap Preferred network type, then tap Global. Go to your Apps, tap **Settings**, then tap **More**. Android™ Tap Mobile Networks and then Data Roaming access. 3. Tap Allow access for all trips and Set Network Mode to Global.

Claim	Public Documentation
14. The wireless end-user device of claim 1, wherein the plurality of network types include the WWAN type and a WLAN type, and the one or more processors are to apply the differential traffic control policy to one of but not both of the WWAN type and the WLAN type.	The Accused Instrumentalities comprise "[t]he wireless end-user device of claim 1, wherein the plurality of network types include the WWAN type and a WLAN type, and the one or more processors are to apply the differential traffic control policy to one of but not both of the WWAN type and the WLAN type."  See, for example, the disclosures identified for claim 1.
15. The wireless end-user device of claim 1, wherein the one or more processors are further configured to dynamically change the application of the differential traffic control policy based on a power state of the device.	The Accused Instrumentalities comprise "[t]he wireless end-user device of claim 1, wherein the one or more processors are further configured to dynamically change the application of the differential traffic control policy based on a power state of the device."  See, for example, the disclosures identified for claim 1.
16. The wireless end-user device of claim 1, wherein the one or more processors are further configured to dynamically change the application of the differential traffic control policy based on a device usage state.	The Accused Instrumentalities comprise "[t]he wireless end-user device of claim 1, wherein the one or more processors are further configured to dynamically change the application of the differential traffic control policy based on a device usage state."  See, for example, the disclosures identified for claim 1.
17. The wireless end-user device of claim 1, wherein the one or more processors are further configured to dynamically change the applica-	The Accused Instrumentalities comprise "[t]he wireless end-user device of claim 1, wherein the one or more processors are further configured to dynamically change the application of the differential traffic control policy based on power control state changes for one or more of the modems."

tion of the differential traffic control policy based on power control state changes for one or more of the modems.  See, for example, the disclosures identified for claim 1.  As a further example, the one or more processors change policies based on power control state changes o modems. See, e.g., https://developer.android.com/training/connectivity/network-access-optimization.  Optimize network access	Claim	Public Documentation	
Using the wireless radio to transfer data is potentially one of your app's most significant sources of battery drain. To minimize the battery drain associated with network activity, it's critical that you understand how your connectivity model will affect the underlying radio hardware.  This section introduces the wireless radio state machine and explains how your app's connectivity model interacts with it. It then offers several techniques which, when followed, will help minimize the effect of your app's data consumption on the battery.	trol policy based on power control state changes for one or more of the	As a further example, the one or more processors change policies based on power control state changes modems. See, e.g., https://developer.android.com/training/connectivity/network-access-optimization.  Optimize network access  Using the wireless radio to transfer data is potentially one of your app's most significant sources of battery drain. To minimize the battery drain associated with network activity, it's critical that you understand how your connectivity model will affect the underlying radio hardware.  This section introduces the wireless radio state machine and explains how your app's connectivity model interacts with it. It then offers several techniques which, when followed, will help minimize the effect of your app's data consumption	of

#### The radio state machine

The wireless radio on your user's device has built-in power-saving features that help minimize the amount of battery power it consumes. When fully active, the wireless radio consumes significant power, but when inactive or in standby, the radio consumes very little power.

One important factor to remember is that the radio cannot move from standby to fully active instantaneously. There is a latency period associated with "powering up" the radio. So the battery transitions from higher energy states to lower energy states slowly in order to conserve power when not in use while attempting to minimize the latency associated with "powering up" the radio.

The state machine for a typical 3G network radio consists of three energy states:

- Full power: Used when a connection is active, allowing the device to transfer data at its highest possible rate.
- Low power: An intermediate state that cuts battery power consumption by around 50%.
- . Standby: The minimal power-consuming state during which no network connection is active.

While the low and standby states drain significantly less battery, they also introduce significant latency to network requests. Returning to full power from the low state takes around 1.5 seconds, and moving from standby to full power can take over 2 seconds.

To minimize latency, the state machine uses a delay to postpone the transition to lower energy states. Figure 1 uses AT&T's timings for a typical 3G radio.

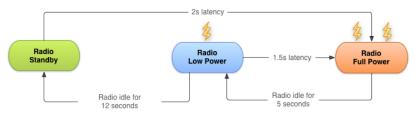


Figure 1. Typical 3G wireless radio state machine

The radio state machine on each device, particularly the associated transition delay ("tail time") and startup latency, will vary based on the wireless radio technology employed (3G, LTE, 5G, and so on) and is defined and configured by the carrier network over which the device is operating.

This page describes a representative state machine for a typical 3G wireless radio, based on data provided by AT&T. However, the general principles and resulting best practices are applicable for all wireless radio implementations.

This approach is particularly effective for typical mobile web browsing as it prevents unwelcome latency while users browse the web. The relatively low tail-time also ensures that once a browsing session has finished, the radio can move to a lower energy state.

Unfortunately, this approach can lead to inefficient apps on modern smartphone operating systems like Android, where apps run both in the foreground (where latency is important) and in the background (where battery life should be prioritized).

### How apps impact the radio state machine Every time you create a new network connection, the radio transitions to the full power state. In the case of the typical 3G radio state machine described earlier, it will remain at full power for the duration of your transfer-plus an additional 5 seconds of tail time-followed by 12 seconds at the low energy state. So for a typical 3G device, every data transfer session will cause the radio to draw energy for at least 18 seconds. In practice, this means that an app which makes a one second data transfer, three times a minute, will keep the wireless radio perpetually active, moving it back to high power just as it is entering standby mode. Transmit for Transmit for Low Power +12s Low Power +12s Total 18 seconds Total 18 seconds Total 18 seconds Figure 2. Relative wireless radio power use for one-second transfer running three times every minute. Figure excludes "power up" latency between runs. By comparison, if the same app bundled its data transfers, running a single three-second transfer every minute, this would keep the radio in the high-power state for a total of only 20 seconds each minute. This would allow the radio to be on standby for 40 seconds of every minute, resulting in a significant reduction in battery consumption. Transmit for 3 seconds Low Power +12s Radio Standby Total 20 seconds Total 40 seconds Figure 3. Relative wireless radio power use for three second transfers running once every minute.

### **Optimization techniques**

Now that you understand how network access affects battery life, let's talk about a few things that you can do to help reduce battery drain, while also providing a fast and fluid user experience.

#### Bundle data transfers

As stated in the previous section, bundling your data transfers so that you're transferring more data less often is one of the best ways to improve battery efficiency.

Of course, this is not always possible to do if your app needs to receive or send data immediately in response to a user action. You can mitigate this by anticipating and prefetching data. Other scenarios, such as sending logs or analytics to a server and other, non-urgent, app-initiated data transfers, lend themselves very well to batching and bundling. See Optimizing app-initiated tasks for tips on scheduling background network transfers.

#### Prefetch data

Prefetching data is another effective way to reduce the number of independent data transfer sessions that your app runs. With prefetching, when the user performs an action in your app, the app anticipates which data will most likely be needed for the next series of user actions and fetches that data in a single burst, over a single connection, at full capacity.

By front-loading your transfers, you reduce the number of radio activations required to download the data. As a result, you not only conserve battery life, but also improve the latency, lower the required bandwidth, and reduce download times.

Prefetching also provides an improved user experience by minimizing in-app latency caused by waiting for downloads to complete before performing an action or viewing data.

Claim	Public Documentation
18. The wireless end-user device	Check for connectivity before making requests  Searching for a cell signal is one of the most power-draining operations on a mobile device. A best practice for user-initiated requests is to first check for a connection using ConnectivityManager, as shown in Monitor connectivity status and connection metering. If there's no network, the app can save battery by not forcing the mobile radio to search. The request can then be scheduled and performed in a batch with other requests when a connection is made.  Pool connections  An additional strategy that can help in addition to batching and prefetching, is to pool your app's network connections. It's generally more efficient to reuse existing network connections than it is to initiate new ones. Reusing connections also allows the network to more-intelligently react to congestion and related network data issues.  HttpuRLConnection and most HTTP clients, such as OkHttp , enable connection-pooling by default, and reusing the same connection for multiple requests.
of claim 1, wherein the differential traffic control policy defines that the first one or more applications can only access a first one of the network types during particular time windows.	The Accused Instrumentalities comprise "[t]he wireless end-user device of claim 1, wherein the differential traffic control policy defines that the first one or more applications can only access a first one of the network types during particular time windows."  See, for example, the disclosures identified for claim 1.
19. The wireless end-user device of claim 1, wherein the one or more processors are configured to classify that the particular application is interacting with the user in the device user interface foreground based on a state of user interface priority for the application.	The Accused Instrumentalities comprise "[t]he wireless end-user device of claim 1, wherein the one or more processors are configured to classify that the particular application is interacting with the user in the device user interface foreground based on a state of user interface priority for the application."  See, for example, the disclosures identified for claim 1.

Claim	Public Documentation
20. The wireless end-user device of claim 1, wherein the second one or more applications are not subject to a differential network access control that is applicable to the first one or more applications.	The Accused Instrumentalities comprise "[t]he wireless end-user device of claim 1, wherein the second one or more applications are not subject to a differential network access control that is applicable to the first one or more applications."  See, for example, the disclosures identified for claim 1.
21. The wireless end-user device of claim 1, wherein the one or more processors are further configured to classify between: user applications; system applications, utilities, functions, or processes; and operating system application, utilities, functions, or processes.	The Accused Instrumentalities comprise "[t]he wireless end-user device of claim 1, wherein the one or more processors are further configured to classify between: user applications; system applications, utilities, functions, or processes; and operating system application, utilities, functions, or processes."  See, for example, the disclosures identified for claim 1.
22. The wireless end-user device of claim 1, wherein the second one or more applications or services comprises foreground services.	The Accused Instrumentalities comprise "[t]he wireless end-user device of claim 1, wherein the second one or more applications or services comprises foreground services."  See, for example, the disclosures identified for claim 1.
23. The wireless end-user device of claim 1, wherein selectively deny comprises intermittently block when the one or more Internet service activities are requested during selected time windows.	The Accused Instrumentalities comprise "[t]he wireless end-user device of claim 1, wherein selectively deny comprises intermittently block when the one or more Internet service activities are requested during selected time windows."  See, for example, the disclosures identified for claim 1.
24. The wireless end-user device of claim 1, wherein the one or more processors are configured to pre-	The Accused Instrumentalities comprise "[t]he wireless end-user device of claim 1, wherein the one or more processors are configured to prevent the first one or more applications from changing the power state of at least one of the modems, and to not prevent the second one or more applications from changing the power state of the same modem or modems."

Claim	Public Documentation
vent the first one or more applica- tions from changing the power state of at least one of the modems, and to not prevent the second one or more applications from chang- ing the power state of the same mo- dem or modems.	See, for example, the disclosures identified for claims 1 and 17.